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Author's Note

Welcome dear readers to my PDF guide for the PS3 game, Yakuza 4. I haven't played the first 3 installments but I was immediately engrossed in the game as soon as I started it. There's a lot of stuff to do and I'll be honest, I won't be deeply covering all minor details, especially mini-games. Please do expect though, that the important portions of the game like the challenges and such will be covered and explained the best I can. Like what I always say, this is not the best guide out there but I am expecting that this will assist you to survive in Kamurocho.

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WALKTHROUGH

Part 1: Shun Akiyama

Chapter 1: The Mysterious Loanshark

Once you have control, you can explore the area if you want. However, I suggest heading to the objective point first to proceed with the story. Check the map for the glowing black/red dot up north, in the Hotel District.

A short walk north, you'll encounter old man Komaki. You'll receive a **Memo** from him. Basically, you can collect memo from events and people across the city. You'll also earn experience points for each memo you encounter so it will be worthwhile to look for them whenever you have the chance. For this encounter, you'll earn 500 points. You can also buy some stuff, especially a drink or two from the nearby convenience store (Poppo). You can befriend the manager by buying stuff from him. Befriending all possible NPCs are part of the Challenges. Check this section for the of NPCs [complete list](#) Akiyama can befriend.

Continue heading to your objective, and you'll be stopped by some street punks just a short walk past the Volcano. This is going to be your first street fight. There will also be challenges which will reward you with experience points for completing them:

Challenge 1 - Perform a combo attack with Square button

Challenge 2 - While unarmed, perform a combo with the Square button then press Triangle to land a kick

Challenge 3 - Grab an enemy with Circle, then hit him with any of the attack buttons

Challenge 4 - Pick up a weapon (or any nearby objects) then smash it to your enemies



By completing the challenges, you'll gain bonus experience and level up during the fight. You can access your Abilities menu and spend Soul Points to unlock new abilities or upgrade existing ones. Finish them off then use the nearby save point.

The telephone booths can be used to save and move items. They are conveniently marked as the big letter "S" in your map. There's an NPC with a blue pointer nearby which will inform you about the special edition magazines handed out in Theater Square (your current location). You'll earn 500 exp for this. There's also a homeless man that you can befriend by giving him any drink. You can backtrack a bit in Taihei Blvd to find another memo NPC (Man trying to pick up girls) to learn about Action Buttons.



Head further north of Theater Blvd and you'll encounter Kamiyama. You'll learn about his weapons catalog. There's also a memo NPC that will remind you about using items. Continue north to Shichifuku St to find another memo NPC. Talk to him to learn about equipment. Walk a few steps north and a scene will trigger.

After the scenes, you'll find yourself in Park Blvd. Your next objective is to need to head to Club Elnard. Before going there, head west to find a garbage on the ground near the dumpster. These items are recurring on the same areas but they don't have any use to you now so you can just ignore them to save storage space. A short walk south will trigger a fight with some street punks. You'll have challenges to complete again.

Challenge 1 - Hold R1 while tilting the left stick to move around without dropping your stance for 5s

Challenge 2 - Hold L1 to guard against 3 attacks

Challenge 3 - Press X to quickstep 3 times

Challenge 4 - Attack until you fill up the HEAT gauge

Challenge 5 - While your HEAT gauge is filled, grab an enemy, drag him to a wall or railing, then press Triangle to perform a brutal finisher. Do this twice.

Finish the remaining enemies then head down to Club Elnard. Watch the following scenes. You'll find yourself in a bar fight against Ihara. The place is filled with objects you can use as weapons. Fill out your HEAT gauge then use the objects here to land some brutal finishers. The bastard should go down shortly. Watch more scenes.



Once in control, exit the bar and you'll get a phone call. You'll need to head back to Sky Finance. First, drop by the Millennium Tower Garden to find a savepoint and a memo NPC. Once done, there's nothing much to do anymore so run back to your office to trigger a scene. The chapter will end.

Chapter 2: The One

After the scene, you'll get a call from Hana telling you to head back to Sky Finance. There's a cab nearby you can take, as well as a save point. The blockades limiting your movements in the last chapter has been removed so you can freely explore the area. You can walk and explore the city or just head back to the office.

When ready, head back to your office to continue with the story. After the scenes, you'll have access to your hideout. Head out and wait for Kido to tell you. He'll ask you to meet in a location in Theater Square. This will be marked in your map so head there as necessary. You can also complete substories. You'll get a hefty amount of exp by doing these so I recommend completing all the available ones before activating the story events. Refer to the [Substories](#) section for more details.

Head to Theater Square and look for the red building beside Club SEGA that will lead you to the rooftops. After a few scenes and dialogues, you'll need to fight off some Shibata family members. This shouldn't be a tough battle, especially if you took some time doing extra stuff to increase your level and learn new abilities. The police will arrive shortly and you'll be thrown in a Chase Battle.



You need to outrun the police using the rooftops. Sky Finance is located in the southern end of the Rooftops West. You can unleash a HEAT action to stop pursuers on their tracks but this are only available once per chase so use it only as your last resort. You can also use Quickturns in tight corners by going left or right while pressing R1. You can also leap from building to building by running towards a leap point and executing a running jump. To make it to the other side unharmed, you must press the correct button at the exact timing of your jump. This is a really short chase so you just need to follow the hints that will be displayed and you'll reach your objective. This event ends this chapter.

Chapter 3: Trouble in the Tojo Clan

A few steps from where you started, you'll see a girl being harassed by some local thugs. Fight them off and Saigo will approach you. You'll be thrown in another chase battle, this time you'll be pursuing. In this mode, you must close in and tackle the target to deplete its gauge using the Square button. You can also deliver a finishing blow by picking up an object and throwing it to the enemy by pressing the Circle button.



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After finishing the guy, you'll learn the Dash Kick. You can now work on Saigo's Training as part of the Challenges. Check out [Saigo's Training](#) section for more details on how to complete each challenge. Check the town around if you want and date some of your available hostesses if you want. When ready, head back to Sky Finance.

It will be night time after the scenes and dialogues. You need to bring Lily to the stores highlighted in the map to pimp her up. You don't need to spend money in selecting the stuff Lily will wear. After getting her dress and accessories, Lily will then need to have her hair, nails and makeup done. For the meantime, you have to kill some time before meeting her up in Elise. I suggest doing some substories and other extra stuff as needed.



When ready, head to Elise. Dress Lily up with the dress and necklace you got earlier. After the conversation, head to Theater Square. After meeting up with Lily, head to the Champion District. Shibata hitmen will arrive shortly so you don't have much choice but to defeat them.



Chapter 4: The Promise

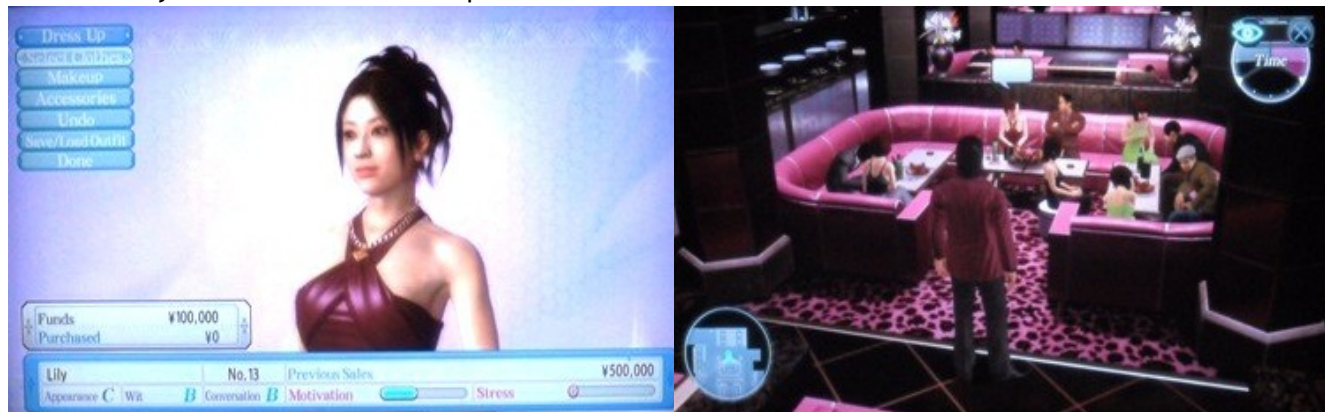
Watch the scenes. Since this is the last chapter for Akiyama's story, hunt all the keys you have access at this point, finish the last few substories and complete Saigo's Training if possible. Once ready, head to Elise to check Lily out. (Make sure you save first before entering Elise)

You'll receive 100,000 yen as training funds. Here you can dress her up. Take note that if you selected the right combination of clothes, accessories and make up, your hostess' motivation will increase greatly without affecting her stress level. You'll now this since you'll have a "before-after" screen and there will be shimmers and glitters as your hostess gives a radiant smile (and other fancy effects like that). You also need to take

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note of the girl's personality.

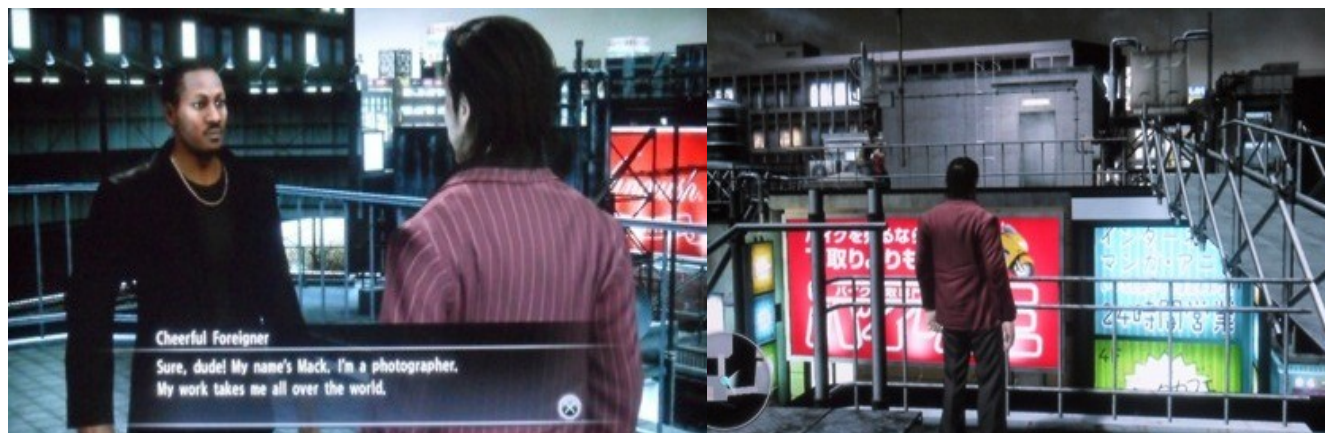
For now, Lily's the conservative type so don't pimp her up too much. You can put on a blush and some earrings on her and her conservative will increase. If done correctly, you should see the effects I've mentioned earlier and she'll be requested by the customers. Take note that even minor changes like changing her eyebrows, adding eyelashes and such may have great effect on your hostess' overall stats so be careful. It pays to take note what styles increase or decrease parameters.



After dressing her up, walk around the club to learn what the customers want. Take note of those and make sure to dress your hostess to match them. There are three time slots in a hostess' shift so make sure to take note and apply whatever you learn during your survey. Just go through all three slots to continue with the story.

Next, head to Marimba in the Champion District. After the scene, just go inside the Drama Queen to find a corpse. Examine the Shibata insignia on the cloth, the pool of blood and the lighter on the desk. Exit and make your way back to Sky Finance. Watch the next scenes.

After that, you'll learn about Revelations from the cheerful foreigner named Mack. Check this guide's [Revelations](#) section to learn more about each character's revelations and where to find them. These are worth checking out since you'll learn unique techniques by capturing them. There are three revelations per character and these count towards the Challenges. After getting the first revelation, I suggest getting the other two as well since they're immediately available.



Head out and talk to the woman in the northernmost part of Tenkaichi St to learn that Midorikawa and his goons went to the Theater Underground. You can also head to Theater Square directly and talk to the businessman there, then talk to the group of yakuza nearby to engage in a fight. (This seems to be optional)

Head to the Theater Underground and talk to the bunch of homeless guys near an escalator. Exit the tunnel and head to the back of the Millennium Tower. Enter the blue door there. Once inside, take the corridor left which will lead you to the elevator.

Take out the minions as soon as you get out of the elevator, then destroy the door. You'll find two more locker keys here (H5 and I3) but you won't be able to get them for now since you're in "combat mode". Just take the stairs to B2, (where there are two more keys located: F2 and J3). A homeless man will attack you. Just press the correct action button to evade it. He'll accompany you so just head to the next room and beat down the yakuzas there. Move along and defeat the "mini-bosses" until you get hampered by a locked door. Backtrack near the floor's starting point and check out the makeshift shacks to find the locksmith.



Make your way back to the locked door and clear the area. Once safe, examine the door again for the locksmith to unlock it. Continue forth and get rid of the enemies. You'll encounter locked doors again but your friendly locksmith should be able to handle it for you. Continue until you find a mad scientist and a weird-looking machine. (You'll be using this machine later on) Defeat the bad guys and continue forth to Midorikawa's den.

Defeat Midorikawa by using normal combos and finishing kicks to build up HEAT then using any nearby objects to smash him. Once done, he'll cower to a nearby room so take out his little goonies next. Once they're disposed off, he'll come out again with a chainsaw. From this instance you'll learn the Essence of Countering. Just press the correct button to stop the enemy's attacks and restore your HEAT at the same time. If you have brought weapons, (especially those with finisher moves) you may want to use them to make the battle easier. You won't be able to knock the bastard down since he'll be in HEAT mode as well. After defeating him, watch the following scenes.



You'll be out in the city after the fight. Take note that you'll have access to the lower Theater Underground floors so you may want to grab some keys if you want. The IFR-7 is also available. Save your game and head to Sky Finance when ready. After getting there, you should check out Lily in Elise. Make sure to save your game first before going in.

Training is now available. The good thing is that you can train and dress up your hostess at the same time. For the first phase, you should train her conversation skills. For the second phase, I'd let her rest then finally for the 3rd phase, I trained her wit. This worked practically well. You can tinker with her costumes and accessories since the customers won't be requesting for any specific appearances. For more information, refer to the [Hostess Maker](#) section of this guide.

Head back to Sky Finance then head to the Millennium Tower. Enter through any of the two entrances then proceed to the rooftop using any of the elevators on the ground floor. Watch the following scenes.

After the scenes, you'll be told to head back to Sky Finance. However, you should visit Elise first. You'll now have the ability to recruit hostesses and you'll get 100,000 yen additional training funds. The girls you can recruit are fixed. The first one is Hiyori, who's talking to a middle-aged man in front of the Millennium Tower Garden across Elise. After she runs away, find her in the corner of Taihei Blvd and Theater Ave.

Once you have Hiyori back in the club, you can choose her club name. Since you have already a background on what to do because of Lily's test, just play around with various combinations of clothes, accessories and makeup. There are other options available as well such as nails and hairstyles so feel free to try them out. Otherwise, you can just follow the recommended combinations in the guide's [Hostess Maker](#) section.



Once done, you can return to Sky Finance to continue with the story. Head out of the office and chase Hana. Just follow her around until she reaches the Children's Park. After Hana quits, you'll receive a call from the manager of Elise. Head there this time. Save your game then head inside. You shouldn't have problems defeating Minami if Akiyama's maxed out now and if you learned additional finishers and revelations. Just watch the last few scenes and part 1 will end.



Part 2: Taiga Saejima

Chapter 1: Flight for the Truth

After the long scene, you'll have to fight some inmates. Like the last time, you need to complete the first combat challenge. Watch the next few scenes. Once in control, save your game first. You can also pick up some wormwood on the ground. Talk to Kamiyama near the savepoint to learn that you need a chain. Talk to the guys near the gym equipment and get rid of them quick to get the chain. Deliver the chain to Kamiyama.



Next, talk to the guys near Hamazaki. You'll need to get a cigarette first before you can get the hoe so approach Ozaki, the smoking guy near the basketball hoop. Talk to him to get the cigarette then talk to the farm detail guy. You'll need to secure a lighter next so talk to the guard to get to the other side of the fence and grab the lighter on the ground, behind the savepoint. Deliver both items and defeat the bastards to a pulp. You need to take them out before the timer runs out.



Now deliver the hoe to Kamiyama to receive the Chain and Grappling Hook. Talk to Hamazaki next then hide the grappling hook in the spot marked in the map. Watch the next scenes. Once ready, take out the guards. You can use the wormwood you picked up earlier to recover some health. There's also a recovery item near the stairs so you can grab that as well.

Once in the corridor, fight off a few more wardens. Grab the Tauriner then follow the escaping warden. Don't forget to grab the Staminan X beside the stairs. Go upstairs then go through the corridor again, going through two more action sequences before evading warden Saito's surprise attack. Pummel him good then examine his body to get a card key. Use the card key on the nearby door to continue.



Continue along the corridor to find Hamazaki. Defeat two wardens then grab the item near the stairs. Continue upstairs to reach the rooftop. There's a sniper there but he needs to lock on to you before firing. You need to destroy the gate before continuing. Once done, take cover behind the tall crates and take out the guards. While running just keep strafing around to avoid getting locked. There's a Stamina X inside the small fenced area nearby so destroy the gate to access it.



Destroy the other gate to continue, then continue taking out guards and another gate until you reach the next building. Take the stairs down and defeat a bunch of guards. If you have learned the charging tackle, it will help a lot in taking out multiple guys at the same time. Take them out then exit to the courtyard. Approach the spot where you saved your chain and grappling hook and watch the scene.

Once done, you need to fend yourself against a number of wardens. Just take out the guy with the gun first before taking out the lesser ones to give you some breathing space and store up some HEAT. After defeating them, watch the following scenes. The chapter will end.

Chapter 2: The Tiger and the Dragon

Watch the next few scenes. You'll need to fight Kiryu next. He's a very strong opponent and he can really kick your ass if you're not careful. It will be helpful if you have learned Knock Back so you can grab against Kiryu's fast combos then break free while damaging him using that skill. You may also want to use charging tackles though you may not hit him sometimes or he might counter you when he's in HEAT mode. Just use recovery items if you need to. Be careful with Kiryu's red HEAT mode as he can grab you and smash your face on the ground without too much resistance. When his HP is already low, you'll enter a sequence which can grant you an easy win so long as you pressed the action buttons correctly.



Watch the next scenes. The chapter ends.

Chapter 3: The 25-Year Blank

You'll be back in Kamuruncho. The police is on high alert so you need to look out for police officers and walk slowly when near them to avoid raising suspicions. If the police catches you, you need to outrun them in a short chase event. Don't worry because you'll still end up in the same place after outrunning them. You probably don't need to do much here, especially if you have spent time hunting locker keys with Akiyama. Saejima doesn't have any interest in hostess clubs either. You can run around and get rid of some gangsters for extra items and money.

When ready, head to marker near West Park. Talk to the homeless man there to update your quest. You need to head to the underground mall next. However, I suggest entering Kamiyama's Workshop to get some new mod designs. (There are some new DVDs that will unlock new weapon designs. Make sure you buy them later on)

On your way to the Underground Mall, buy some booze from a Poppo store. Once there, talk to the homeless man near the lockers and give him the booze. Next, head to the Champion District. Watch the next scenes. You'll have to chase down Kido. Kido's a fast runner and will use HEAT to quickly change direction. Make sure to grab the objects you can throw at him, as well as items to restore your gauge. As long as your gauge is longer than Kido, you can catch up and take him down.



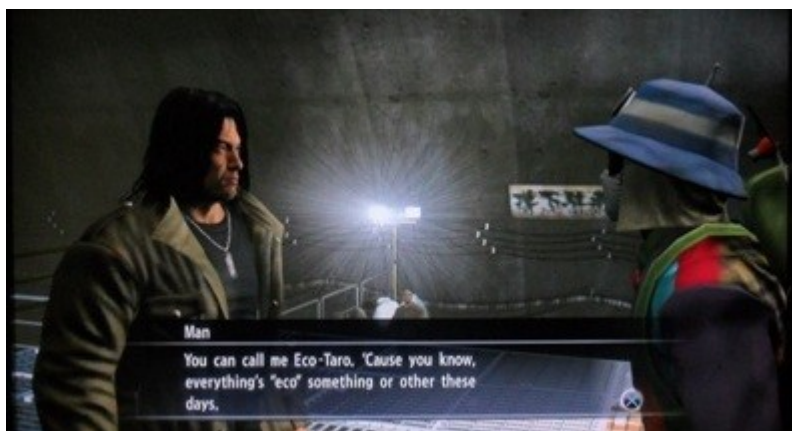
After a brief talk, follow Kido to your hideout. After reaching it, you can pretty much do more and trigger substories. Like Akiyama, I suggest completing the available ones first to help you increase your level faster.

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Exit your hideout and you'll find another homeless man in the floor above. He'll ask you to follow him, leading you to the manhole in front of the Millennium Tower. Agree to help the old man from the hands of the punks. After the fight you'll have access to Revelations and to the Master's Helper (which is part of the Challenges). Check the [Revelations](#) section for more details.



You can start helping the Master now to learn some new skills. Additionally, you can find a total of 5 new locker keys here. Since you don't have a Locker Key Radar (you can buy one from the pawn shop), check out this guide's locker key section for more descriptions and screenshots of the keys. You can also find Eco-Taro here, where you can exchange the trash you find for Eco Points. These points can also be used to buy items and equipment from him. The underground gourmet's here as well where you can eat and add some entries to your Dining challenge list. Take note that you need Eco Points to buy food here.



Head south of the Central Sewers area and talk to one of the homeless guys there, near the flooded tunnel to get some info about the information dealer. You'll get a hint to check the back of the West park bathroom. Like what I suggested earlier, its better to do the extra stuff now like capturing Revelations and doing substories before taking on the main quests. Once ready, head to the West Park bathroom and watch the scene. After that, you need to ask some homeless guys again to know more about the information dealer. Take note that this event also enables other substories that weren't available before checking out the bathroom.



To continue with the story, find a worker east of M Store and promise him to keep your mouth shut on what he'll tell you. You'll learn about a suspicious manhole in the Children's Park in Shichifuku St. Head there and defeat the thugs outside to enter the manhole. Once inside, look for the two keys first before heading to the objective point. (H-4, J-2) Collect them first then head to the objective point that will take you to the Purgatory Underground. Watch the next scenes.

You'll find Kage the Florist inside. Just ask him both questions and he'll take you to the Coliseum. Save your game first then talk to him to enter. You'll be fighting another hardened fighter inside the ring.



This guy hits hard but is slow. You can just block his attacks and counter them, then grab him immediately and put a knee on his face to knock him down so you can use your finishing move. Just don't rely on your normal combos since Saejima's not fast enough to land hits and he'll have openings that can be exploited by your opponent. Just fight defensively and you should win without too much hassle.

Chapter 4: Oath of the Brotherhood

Watch the next scenes. Once done, you'll need to head back to your hideout using the nearby manhole. You may want to fight all the available battles in the Coliseum to earn some extra cash and exp. The Hyper GP match is relatively easy, so you can keep fighting there to earn easy cash. Before leaving, grab the only locker key found in the area first. It should be on the floor between the Coliseum and the Casino. Use the manhole to leave the area.

Once outside, a martial artist named Sodachi will approach you. Agree to follow him to the dojo and he'll ask for your help in training his apprentices. Agree to help him out to gain access to the Fighter Maker option. The basics will be explained so I won't be discussing it in detail anymore. After the first training session with your apprentice, you'll now need to return to your hideout without being spotted by the police (or it's game over). Head to Theater Square and make your way to the rooftop entrance. Be careful, there's a roving police that stops by the entrance so make sure he's not looking before going there. On your way to the objective point, you'll meet Kamiyama's brother that you've met from the prison. He'll be setting up an equipment modding shop on the rooftops so just come back for it later. Continue down to Sky Finance then go to the Central Parking lot as marked in your map. Just follow the objective points to safely reach your hideout. After reaching the hideout, watch the following scenes.

Before meeting up with Majima, it's time to do some extra stuff, including substories, locker key hunting, etc. The police will be mostly gone by now so you can move around a bit. Utilize the taxis unless you want to walk around taking detours. When you're ready, head back to your hideout and talk to Kido continue with the story.

After the events, police will be scattered again. The path is pretty much straightforward so follow the objective markers. Be careful of the patrolling police. Upon reaching the Millennium Tower, head inside and defeat the Majima Family members, including the annoying Minami. After handing down their asses, watch the next events.



After the next few scenes, you'll have to fight Majima himself. He's fast but if your level is already maxed out, then you should have problems, aside from using one or a couple of health drinks. Make sure to hit the buttons correctly during the action sequences to avoid getting damaged, at the same time refill your heat gauge. Majima's fast so don't try to catch him while he's quickstepping. Wait for him to stop on his fourth quickstep then land some combos. His most damaging attack is the spinning blade but he's also vulnerable for a few seconds after that. Don't bother grabbing him; just use charged attacks



Watch the next scenes, save your game.

Part 3: Masayoshi Tanimura

Chapter 1: The Parasite of Kamurocho

There's nothing much to do so just head straight to the objective marker in the Orchid Palace Mahjong. Talk to the receptionist then to the young man playing nearby. Next, head over to the pawnshop a short walk away from the mahjong parlor. Buy two Fake Silver Plates and hand them over to the guys.

You need to head to the Shichifuku Parking Lot next and talk to the guy there. Like before, you need to complete a series of challenges while learning Tanimura's fighting style. Defeat the guy and leave the parking lot to trigger the next battle. Defeat the punk easily. The Police Scanner will become active. This is part of the ever growing Challenges List.

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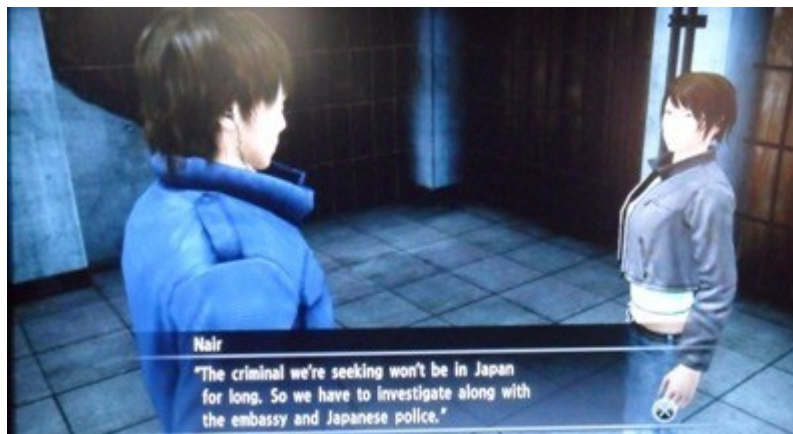
You'll need to return to Homeland next and watch the following scenes. Once in control, you'll have access to your hideout and Little Asia. From where you emerged, you should find two more Locker Keys (D-2, H-5). If you've been busy collecting the ones available using Akiyama or Saejima, then the ones you'll find here would be the last missing pieces to your collection. There is another locker key in the upper level (D-3). There are substories available for completing as well, to get a quick boost in your levels.

When you're ready to continue, head to the event marker and talk to the employee outside. Watch the following scenes and defeat the Shibata thugs afterward. You will then need to follow Yasuko in the docks. Try to stock up a good number of healing items then head to the dock using a cab.

Once in the dock, you'll be fighting various waves of enemies. There will be action sequences as well so look out for them. Just keep defeating them and taking the straightforward paths until you reach the final area where you'll face a few more enemies, including two mini bosses. The most annoying ones will be the one wielding a handgun and samurai. They also have longer HP bars so you may want to take out the minions first so replenish your HEAT gauge and use it against them. Don't hesitate to use HP recovery items as necessary.

Chapter 2: The Mastermind

After the scenes, your objective is to collect the 100 million yen from a car in Central Parking Lot. Exit Hometown and you'll meet Nair. This will open up Nair's Kumite (part of the challenges) and Revelations. Since this is a new chapter, you may want to do the available substories as well. After that's taken care of, head to the parking lot and look for a black car near the taxi stand, in parking space 307.



Exit the parking lot and you'll receive a call from an anonymous caller. He'll send you an email giving you the location where an informant is waiting. Head to Nakamichi Alley then go to the rooftops using the stairs there. You should find a Homeless Man there. Approach him to continue with the story. After the call is over, head back to your hideout to drop off the case. You need to talk to Zhao to rest and continue with the story but you can do at least two more substories before doing so. (Stolen Funds and Voiceless Cries) Once you're ready, save your game and talk to Zhao to rest for the night.

The next day, head to the Millennium Tower and watch the next scene. Defeat the waves of Yakuza then complete a chase battle against a Ueno clan member that will take off with your briefcase. You'll need to defeat three more enemies on the rooftops. Once done, you'll be pursued this time. Just follow the route until you reach objective point. There will be items that will restore your gauge so make sure to pick them up if possible. You'll need to fight off another set of armed yakuza. They'll be a bit tougher than you faced so far so be careful. Watch the next scenes and the chapter will end.

Chapter 3: Door to the Truth

You have to take the cab to reach headquarters. Just talk to Hisai when you're ready. Once there, search the shelves near Hisai to find the documents Tanimura is looking for. You can do other extra stuff you want. Return to Homeland to end this chapter. This is just a very, very short chapter unless you're completing extra tasks.

Chapter 4: As a Detective

You need to deliver the money to Sky Finance in Tenkaichi St. Watch the next scenes. Once in control, you need to take a cab to reach the docks. You can also finish off the remaining substories and other extra stuff you want to do before doing the tasks for the main story. When ready, head to the docks. Watch the next scenes. You'll be pursuing him in a speed boat.

You need to shoot him to wear down his gauge while avoiding obstacles and keeping up with him. You don't need to manually aim; just wait for the crosshair to turn red and you should hear a beep at the same time. That indicates it is a the ideal moment to shoot. Keep this up and you should be able to destroy his engine.



Finally, you'll be fighting Suguichi in hand to hand combat. You shouldn't have problems with him especially if you're maxed out or if you have upgraded most of your abilities. He hits hard and has his own HEAT actions. Avoid getting damaged by pressing the correct action buttons. His attacks are pretty much predictable so you can use your parry skills to build up HEAT and create openings for you to attack. Watch the following scenes and the chapter will end.



Part 4 Kazuma Kiryu

Chapter 1: The Reunion

After the scenes, you'll have access to your temporary hideout in the Sunshine Orphanage. Head to the beach and approach Haruka. After the scene, talk to Hamazaki again to continue with the story. Watch more scenes. You'll have to fight the wardens from the prison. Don't worry as Kiryu's pretty souped up even for a LV1 so you shouldn't have that much problems dealing with the cops.



After defeating the first wave of wardens in the current floor, grab the item and go downstairs. Check the area for additional recovery items and continue clearing the corridors until you reach the ground floor. Saito the bastard will come running after you so just beat him nice and bloody. You should also earn a few more levels when this is over so use those soul points to unlock more essences and passive abilities for Kiryu. The chapter will come to a close.



YAKUZA 4

Chapter 2: To Kamurocho

Once in control, head to the objective point and take the elevator beside the truck. Watch the next scenes. You'll now have access to the New Serena hideout. From here on, you can do extra stuff like substories and key hunting. If you've been hunting keys for a while now, you should only be missing one and that's inside New Serena (Taihei Blvd E-3). Aside from the email that will instruct you to go to the batting center, you'll also receive an email from Komaki requesting you to visit his dojo in Ryugujo. There you can train to increase your battle prowess and learn new skills.



When ready, head in front of the Millennium Tower and watch the scene. The chapter will end.

Chapter 3: The Encounter

After the scenes, you may continue doing the extra stuff you haven't done yet in the previous chapter. As Kiryu, you can head to Theater Square and rescue a Kamurocho Guard from some gang members. This will initiate the Gang Encounters challenge. See the [Gang Encounters](#) section for more details. Take note however, that some substories and events won't be available while it's raining.

When ready, head to New Serena to continue with the story. Walk north and you should spot her. Just continue following her and some very familiar figures. Enter the manhole and watch the following scenes. You'll be fighting Tanimura and Akiyama at the same time. This battle shouldn't be that hard, especially if Kiryu is at least LV10. There are no special strategies needed against these two; just deliver quick combos, execute finishing essences and of course, pressing the correct action buttons for the "Feel the Heat" sequence.



Once done, follow Yasuko deeper in the Purgatory. You'll also receive a Manhole Opener from a homeless man. Continue to the Purgatory and head to the objective point. The chapter ends after the scene.

Chapter 4: Chain of Betrayals

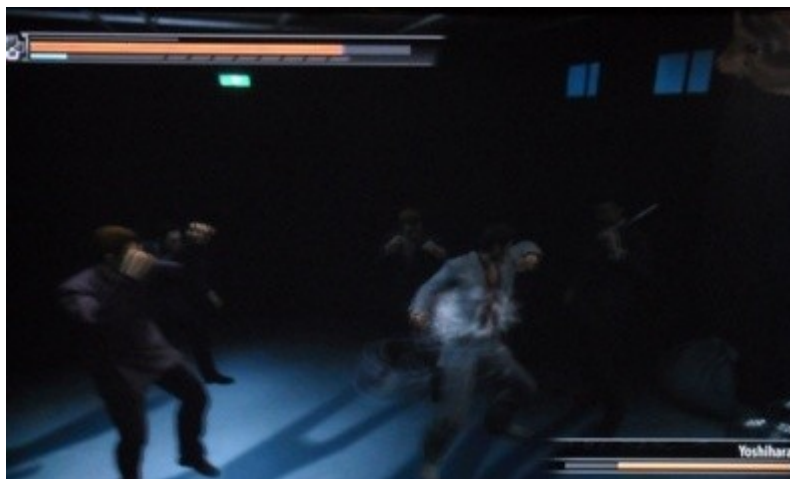
Once in control, exit New Serena. You need to head to the bathroom entrance in Park Blvd. You can do the extra stuff at this point, like hunting the gangs down as part of Kiryu's challenge. When ready, stock up some healing items and make sure you have some good gear on. Head to the objective point.



Defeat the first wave of enemies then continue inside. Fight inside the building and destroy barricades to continue forth. Just prioritize taking out the gun wielding enemies since they can be an annoyance. Kiryu's crowd control abilities will be of much use here. In any case, as long as your level is fairly high and you have a good amount of recovery items at hand, you should be okay.



You'll eventually reach the upper floor where you need to destroy fire-retardant doors to open the paths for you. Some paths are dead-ends while some leads to yakuza-laden areas. The exit is pretty straightforward so there's no use wasting minutes finding the correct path. Continue forth until you reach a dark room. There will be gunners lurking in the shadows so it's up to you to finish them first or just take the damage and build up HEAT so you can use your essences to finish up the enemies. Pick up the key the last guy will drop. Open the emergency exit.



You will need to face the previous four mini-bosses you encountered earlier. You need to take out the shotgunner first since he has a very short life bar. You can also use the shotgun he'll drop to deal spread damage to the other bosses and fill up your HEAT bar very quickly. Just avoid staying in the corner to avoid getting cornered.



Continue upstairs and watch the following scenes. The chapter will end.

Finale: Requiem

After the scenes, all the four characters will share their stashes and items. You can start crafting some gears and more powerful weapons for them, as well as other challenges unique to each character. Stock up some healing items as security measures. Take note that going to the Millennium Tower will start the series of final battles and you won't be able to go back so I suggest finish the other stuff you need to complete then save your game before moving out. When ready, you just need to talk to Date to head to the Millennium Tower.

After the scenes, you'll be pitted in a fight against the major plot characters.

Akiyama vs Arai

Not a hard fight at all; unleash some combos and use quicksteps to avoid his attacks. Once he's in HEAT mode, you can't knock him down anymore. Just keep attacking and use recovery items as needed. You should be able to finish him at 40% HP by successfully pressing the correct action buttons in the "Feel the Heat" sequence.



YAKUZA 4

Saejima vs Kido

Draining Kido's first health bar is particularly easy. You can occasionally grab him but there will be times that he'll break free immediately. If you're able to grab him, use knee charge attacks to refill your HEAT, and if possible, use your wall finishing essences and not the basic one to deal as much damage as possible. When Kido enters HEAT mode, he'll be more aggressive and can't be knocked down. During that time, just pummel him or use running tackles until the "Feel the Heat" sequence triggers. Press the buttons correctly to end the battle gloriously.



Kiryu vs Dojima

This will be a bit easier, considering the number of Kiryu's available essences. Like Akiyama, use quick combos to deal damage and use wall-finishers to deal more damage. Use items as necessary, then make sure to press the correct buttons in the "Feel the Heat" sequence to finish him off.

Tanimura vs Munakata

This is a bit challenging, considering the number of enemies you must face; not to mention that geezer Munakata will keep firing his damn revolver at you while you're duking it out with his bodyguards. If you have the Sacred Tree set equipped, then you don't need to worry about him and concentrate on the bodyguards. These guys can deal considerable damage and they easily overpower you if you let yourself get cornered. Since this is the last battle and Tanimura lacks good crowd-control abilities, use your own weapons to damage several of them at once. Use your essences/ finishers always to whittle their numbers. Once the basic bodyguards are taken out, carefully take the captain and elites. Once down, Munakata's will run around and avoid you. Give him a good beating until he's defeated.



Watch the following scenes. Check the Unlockables section below to know that stuff you can unlock by completing the game.

UNLOCKABLES

List derived from PS3Cheats.Com

Cash Bonus: successfully complete the game in the following difficulties to earn the corresponding bonus money when you start a new game

- Easy: 1 Million Yen
- Normal: 2 Million Yen
- Hard: 3 Million Yen
- EX-Hard: 5 Million Yen

EX-Hard Mode: Complete the game in Hard Mode

Premium New Game: Complete the game in any difficulty

Premium Adventure: Complete the game in any difficulty

Reminiscence (Kaisou) mode - Complete the game.

Ultimate Competition (Kyuukyoku Tougi) mode - Complete the game.

Underground SP Championship - Complete the game, then enter Naomi's Palace in Tenkaichi Street then speak with Utsunomiya Bob A.

SUBSTORIES

SHUN AKIYAMA

01: Layoff Already

Available in: Chapter 2

As you walk towards Kido's location, you may get a call from your secretary, Hana about a customer waiting in the office. This is your first sub-story. Head back to your office and meet your customer named Shiobara. Select any three tests until he fails them all. After giving the man his fourth, honest-to-goodness final chance, head to Shichifuku West St. You'll find the Paradise Advertising President standing west of M-Store. Next, head to the Children's Park a short walk west to find Shiobara sitting on the bench. Talk to him and defeat the ex-employee that will appear afterward.

Reward: Memoirs of an Action Star, 5000 exp
Unlocks Substory: The Apprentice

02: The Apprentice

Available in: Chapter 2

After completing "Layoff Already", walk along Tenkaichi St. and you'll find Shiobara a short walk away from Sky Finance. Just read through the conversations until a housewife arrives. Her drunkard husband will arrive afterward. Just beat the bastard to a pulp, read through a few more dialogues and the substory will be completed.

Reward: 5,000 exp

03: Gourmet Reporter

Available in Chapter 2



Head to Kotobuki Drugs to find a lying man on the ground. Talk to him then head to Earth Angel. Talk to him there and give him the following answers:

- “Kanrai” on Shichifuku St.
- Grade A Sirloin
- Grade A Harami

Leave the bar and enter again. (If he's not there, try fighting a random battle then come back again) Talk to him again to earn your first reward (50,000 yen). Talk to him again and give him the following answers:

- “Kyushu No.1 Star” in Pink Alley
- A rich, authentic pork (tonkotsu) chock
- Spicy Roe imported straight from Kyushu

Do the same thing again and return to Earth Angel to find Ajikawa there. He'll give you your last set of rewards.

Reward: 5,000 exp, 50,000yen x2, Diamond

04: Art of Scouting

Available in: Chapter 2

Head in front of the Elise (along Taihei Blvd, across the Millennium Tower) to find the scout. Talk to him and drag him along for some scouting lessons. He will challenge you to score at least 3 girls. All you need to do is talk to the girls with the green arrows over their head.

Some won't be available due to various reasons, like language barriers, you approached them at the wrong time or they'll just outright reject you. There are some that needs a little convincing by giving the right answers, some that are easily convinced and those where you need to win a fight to get their number. The five minutes timer should be more than enough. And take note, you can only look for leads along Nakamichi Street. Getting five leads will stop the timer immediately and complete the quest.

Reward: 5,000 exp

05. Akiyama vs. Hostess Clubs

Available in: Chapter 2

Note: This substory may require a great deal of money. You may want to avoid buying expensive stuff for now, unless you already got Noa and Erena's business cards earlier.

Talk to the people talking in front of MEB. You really need to visit the clubs and request for girls as part of the substory. First, head to Jewel in Shichifuku St and select “No Preference”. After meeting Chihiro, Noa and Erena, come back again and request for Erena only. Next time, head back to Jewel and select Noa.

After meeting up with Erena and Noa, head to Shine on Pink St and select “No Preference”. After getting introduced to some girls, come back and request for Rio. After your visit, head to Cuez Bar in the Underground Mall and talk to Minamizawa. Answer his questions for each hostess. You may need to exit and come back again to “refresh” your conversation with him.

Rio

- Favorite Drink: Rose Champagne
- Pet: Dog
- Another Job: Pin-up Model

Noa

- Hobby: Ballet
- Favorite treat: Chicken Basket
- Type: Good Drivers

Erena

- Type: Manly rich guys with a sweet side
- Hometown: Kyoto
- Favorite Drink: Yamazaki 12 years

Reward: 5000 exp, 30,000 yen x3

06. Pimp My Otaku

Available in: Chapter 2

Approach the shady man just outside Elise. Leave the area a bit then pick a fight. After than return to the Millennium Tower Garden and look for a dressed up man standing there. Talk to him and select any style you want him to wear. After setting him up, time to give him some pointers. Depending on the advice you give him, he'll end up with Miki or a different hostess.

- Exhaust the first two options then select "Listen to what she's saying" - Charisma Ring, 5000 exp
- Be assertive > Listen to what she's saying or just the latter only - Shiny Shine! Love Shine! DVD (contains Cutie Girl Sticks, Love Shine Sticks designs), 5000 exp

Unlocks: Hostess Training

07. How to Spend Money

Available in: Chapter 2

Eavesdrop to the woman with money troubles talking with the loan shark in corner of Tenkaichi St and Taihei Blvd. (they are south of Matsuya Tenkaichi and Gelateria Kamurocho). Talk to the woman to start this substory. Head back to the Sky Finance office and wait for Shoko to arrive. After giving her the conditions for the loan, exit your office and head off to all the locations Hana mentioned: Le Marche (Showa St East), Sushi Gin (Showa St. West) and Hotel Adam (Hotel District).

It doesn't matter which ones you check out; but since Sushi Gin and Le Marche are the nearest ones, head there and check Shoko out. Upon heading to Club Adam, you'll need to defeat the loan sharks. Head back to Sky Finance after getting discovered by Shoko. Read through a few more dialogues and the substory will be completed

Reward: Protective Amulet, 3000 exp

Unlocks Substory: The Fate of the 30 Million Yen

08. The Fate of the 30 Million Yen

Available in Chapter 3, after buying stuff for Lily's Test and completing "How to Spend Money"

Head to Sky Finance to find the Desperate Man in the backlot. Hear him out and give him a test. When you have the chance, head out a bit until Nishihama calls. Return to your office to get the money, then meet him by the lockers near the Millennium Tower. After handing over the money, agree to come along with him and you'll be taken to West Park automatically.

Next, head to the Children's Park in Shichifuku St West and talk to the two girls there. Next, head to Le Marche to spot Miki, who will run off. Make your way to Senryo Ave and talk to the young man there. Make your way to Theater Square next. Talk to the angry students in the middle of the street, then find the taxi driver north of M Store, past the Batting Center. Talk to him then head north towards the hotel with the pink

signage. Defeat him to complete the substory.

Reward: Gold Plate, 5000 exp

Unlocks: Lonely Hana

09. Lonely Hana

Available in Chapter 3 after completing “The Fate of the 30m Yen”

Approach the Kanrai restaurant in the corner of Shichifuku St and Park Alley. Return to Sky Finance and watch a short conversation between Akiyama and Hana. Check out all four options which will lead you to the following: MEB, Club SEGA (Nakamichi), Theater Square, Elise. Talk to the guys on those locations until you run out of options. Head to Theater Square next to find the Grumpy Owner talking to another guy. Head to Pink Street near Asia and talk to the scout.

Reward: 5000 exp

Unlocks: Counterfeit Bills

10. Counterfeit Bills

Available in Chapter 3 after completing Lonely Hana

Head back to Sky Finance to learn about counterfeit bills circulating in the area. After talking to Hayashida, head to Sushi Gin. After visiting it, head to Poppo in Nakamichi Alley and talk to the manager. Next, head to Volcano and talk to the staff member near the counter. Next, talk to the homeless guys in Park Blvd.

Walk around the place until you receive a phone call. You'll get a tip to go to the southern part of Pink St. You'll be thrown in a chase battle. After tackling the man down, take a cab to the docks next. Approach the group of men near the warehouse and defeat them.

Reward: 5000 exp

Unlocks: Beware of Imposters

11. The Apprentice 2

Available in Chapter 3. “The Apprentice” must be completed prior

Head to Theater Square and approach the suited man near the savepoint. He'll approach you and trigger a conversation. After that, head back to Sky Finance to meet Shiobara again. Next, head to Shichifuku St towards M Store. You should find a purple-suited man near a white building across M Store. Enter his office and defeat him.

Reward: 5000 exp

12. A Wife's Concern

Available in Chapter 3 after completing “The Apprentice 2”

Return to Sky Finance and read through the dialogues with the client. Head to Club Elise and defeat Arima and his men.

Reward: 5000 exp

Unlocks: Tricks of the Trade

13. Make it Big with FX

Available in Chapter 3



Shortly after starting the substory “The Fate of the 30 Million Yen”, you’ll receive an email entitled “Guarantee of Principal with Forex Ciel Trading”. Head to Senryo Avenue and talk to the barker. Agree to hear the talk. Ask a few more questions until you expose the fraud. Just don’t sign anything as this completes the substory in a premature and unwanted way. They will try to force you to sign a contract. Defeat them and receive 40,000 yen.

Rewards: 40000 yen, 2000 exp

14. Tricks of the Trade

Available in Chapter 4

Head to the south end of Tenkaichi St and encounter Shiobara under the archway. You’ll be in Public Park 3. Akiyama will give another test to him. Talk to the guy near the park and trade the cigar for a Stomach Medicine. Next, head to Nakamichi street and talk to the (old) Nervous man to trade the Stomach Medicine for Concert Tickets. Go back to Tenkaichi St and head south to the archway. Talk to the celeb girl and celeb guy to trade the concert tickets for a business card. Now head to Theater Square and talk to the Regretful Man near the railings. Trade the business card for an expensive-looking watch. Watch the following scenes.

Reward: 10,000 exp

15. Beware of Imposters

Available in Chapter 4

Must have completed “Counterfeit Bills”

Talk to the guy in a white suit in the corner of Taihei Blvd and Theater Ave. Head north of Theater Ave and talk to the angry woman. Watch the next scenes. Next, head to Park Alley near West Park. The fake Sky Finance building is near Kamiyama’s Works and there should be a familiar host standing nearby, further marking its location. Head inside and watch the next scenes. Defeat the masked men then watch a couple more scenes.

Reward: Super High-Voltage Battery, 5000 exp

16. Hostess Training

Available in Chapter 4

Must have completed “Pimp my Otaku”

Talk to the manager of Elise right outside of the club. Talk to Miki and give her some pointers. Here are the correct answers:

1. Be more open
2. Ask for his favorite dish
3. Create an at-home atmosphere
4. Take out your wallet like you’re going to pay.

Reward: 5000 exp

After completing all 16 substories in Akiyama’s chapter, you’ll receive an email from Bob Utsonomiya. Talk to him to receive a **Kokurenkai Belt**.

TAIGA SAEJIMA

(Part 2, Chapter 3)

1. Brother and Sister I

Available after getting your hideout.

Talk to the angry homeless man outside your hideout near the escalator to learn about a kid that’s



pickpocketing people in the underground mall. Once there just walk along the mall and a kid will swipe your money off from you. Talk to the homeless man in the far end of the mall by the billboard and pay him 1000 to give you a lead about the kid. Go down the parking lot and look for space 312. Approach the boy and have a brief conversation with him. He'll take you to the debt collector. Beat up his minions and watch the following scenes to complete this substory.

Reward: Chance Stone, 5000 exp

Unlocks: Ryugujo Bouncer

2. Nice Catch

Available after getting your hideout.

Take the taxi to the docks and talk to the jewelry shop employee in the corner. Talk to the old man nearby to learn how to fish. Try fishing three times and you should fish out an attache case on your 3rd attempt. The jewel thief who pretends to be a fisherman will approach you and tell you to hand over the briefcase. Defeat him and return the case to the jewelry shop employee to complete this substory.

Reward: Ruby, 5000 exp

3. The Homeless Men and the Cats

Available after getting your hideout. You may need to leave the area and return to find these guys. If not, try entering a fight or finishing a substory.

Talk to the three guys in front of your hideout and agree to attempt taming the cats. First select to "Meow like a kitten" and "You always give abandoned cats milk". M Store should be the nearest convenience store so go there and buy one carton of milk. Bring it back to the cats and receive two pendants and some clues about a hidden treasure. Go downstairs to B2 and find the only room with the wooden tiles. You can't miss it since Saejima will review the clues he learned from the cats. Examine the shining object on the wall above the desk.

Next, head back to B1 and check out the fire hydrant near your hideout that's blocked by cartons. Examine the shining object there to receive another note and the Cat's Key. Go down to B2 again and find the room with an empty, brown bookshelf. Two of the homeless guys will attack you so take them out. After a short talk, you'll receive the Kamurocho Underground Mall Coin Locker B-3. You'll also have the chance to name the cats.

Finally, head to the underground mall and open the locker. You'll obtain 50,000 yen. The cat-loving guy will approach you then choose to hand over the money for the cats' expenses.

Reward: 5000 exp, Cat's Key

Unlocks: Reason for Revenge.

4. Running Woman

Available after getting your hideout.

Go down to B3 using the stairs near your hideout. You should find some yakuza surrounding a young lady in the room. Beat down those guys then head to Theater Square and you'll be stopped by more yakuzas near the entrance. Defeat them again. Next, head to Pink Alley and defeat another group of enemies. Finally, take the elevator at the back of the Millennium Tower and approach Saori and the shady men. Defeat the last batch of bad guys to complete this substory.

Reward: Player's Piece, 5000 exp

Unlocks: Parent and Child

5. Old Yakuza, New Tricks

Available after getting your hideout.

Head to the park in the west Shichifuku St. to find a man getting beaten up by a yakuza. Talk to them to start this substory. Next, head to Tenkaichi Alley and save Katagiri from the punks. Leave the area then come back a little later. Talk to Katagiri and Irie to complete this substory.

Reward: Trail of the Ancient Fighter King, 2000 exp

6. Mother and Child

Available after checking out the bathroom in West Park, must have completed "Running Woman"

Head to the hall past the Taihei Blvd lockers and a man in black will approach you. Hear him out. Accept the position as a bodyguard for the starlet. Head to Shichifuku Parking Lot and approach the group of thugs surrounding your client. Defeat them.

Reward: Diamond, 5000 exp

7. Speechless

Available after checking out the bathroom in West Park, must have completed "Mother and Child"

Find Numai the politician being assaulted by a street punk in the right side of the Millennium Tower Garden, by the signage. After a few dialogues, agree to be his lookout. Talk to the two punks in the right side of Numai and defeat them.

Reward: 5000 exp

8. Reason for Revenge

Available after checking out the bathroom in West Park, must have completed "The Homeless Men and the Cats"

Walk around the northern part of Theater Ave until a homeless man approaches you. Defeat the thugs in theater underground then exit to Theater Ave again to find the same guys. Kick their asses, Finally defeat their boss, Iguchi.

Reward: Elegant Umbrella, Iron Nail, Banker's Piece, 5000 exp

9. Ryugujo Bouncer

Available after checking out the bathroom in West Park, must have completed "Brother and Sister 1"

Return to your hideout and Tadokoro's subordinate will arrive. Head to Ryugujo in Park Blvd and talk to the guy outside. Watch the scene then exit the casino.

Reward: 300 casino chips, 5000 exp, access to Ryugujo

Unlocks: Bodyguard

10. Bodyguard

Available after checking out the bathroom in West Park, must have completed "Ryujugo Bouncer"

Head back to your hideout and talk to Tadokoro's subordinate waiting outside. Head to the back of the Millennium Tower and talk to the subordinate again. Protect your client from the hitman. There will be two more similar encounters. Just do your job to complete this substory.

Reward: 5000 exp, Unlocks: Brother and Sister 2



11. Brother and Sister 2

Available after checking out the bathroom in West Park, must have completed "Bodyguard"

Head back to your hideout and watch the following scenes. Head to Nakamichi Alley and find the Orchid Palace Mahjong. Approach the thugs outside and defeat all thirty of them. Watch the next scenes.

Reward: Eye of the Dragon, 5000 exp

Unlocks: 25 years

13. 25 Years

Available in Chapter 4

Exit from the north entrance of Theater Underground and Tadokoro's Subordinate will approach you. Next, head to the Hotel District, towards the taxi stand to the north. Defeat him then report back to Tadokoro's Subordinate just outside your hideout.

Reward: 3000 exp

Unlocks: Brother and Sister 3

14. Brother and Sister 3

Available in Chapter 4, 25 Years must be completed

Return to your hideout and Tadokoro will arrive. Head to the Purgatory Underground's Coliseum and talk to him again. Make your preparations then talk to his subordinate to enter the special tournament. Defeat the three opponents in Weapon Master GP. After defeating them, head back to the Children's Park. Chase him down (remember to use the objects to throw at him since his gauge is longer than yours). Next, defeat him in hand to hand combat.

Reward: 5000 exp

Unlocks: Brother and Sister 4

15. Brother and Sister 4

Available in Chapter 4, Brother and Sister 4 must be completed

Head back to your hideout and talk to Tadashi. Head to Theater Alley to find Tadashi. Talk to the kid and defeat all yakuza to complete this substory.

Reward: 10,000 exp, Seal of the Dragon

16. Green Shadow

Only available in the Finale (not in Saejima's Chapter)

Head to Theater Underground and listen to the conversation of the two homeless men near the escalator leading to your hideout. Go downstairs and find two more homeless men on the stairs leading to B2. Overhear them as well. Return to your hideout for a scene.

After that, go to M store and buy two Miso Paste Cucumber. Continue to the Children's Park and eavesdrop the reporter there. Examine the manhole then leave a Miso Paste Cucumber there. After the short scene, head to Sushi Gin and order a Kappamaki, using the other cucumber you bought earlier. Return to the manhole in Children's Park and put the kappamaki there. Chase down the kappa?.

Reward: Stun Gun, 5000 exp

After completing all 16 substories in Saejima's chapter, you'll receive an email from Bob Utsonomiya. Talk to him to receive a **Kokurenkai Undergarment**.

MASAYOSHI TANIMURA

1. *Gambler's Blues*

Available after getting the hideout.

Speak to the couple a few steps away from your hideout's entrance. Next, head to Ryujugo in Park Blvd. Approach the homeless men and accept the tasks they'll ask you to do. You can finish these in any order:

- Defeat Maria's bodyguards. They're located in front of the Millennium Tower.
- Defeat Kamei in the Champion District
- Chase down Akune in the Central Parking Lot. You can find him in parking space 402.

After getting the payments from the three targets, you'll receive the 2million yen which is automatically handed over to the troubled couple.

Reward: 5000 exp, Explosive Fishing !!!

Unlock: Be My Boyfriend, Tanimura vs. Hostess Clubs

Ryujugo can now be accessed.

2. *Be My Boyfriend*

Available after completing Gambler's Blues

Head back to your hideout to find a Filipina named Fay. Agree with her request then head to Shellac and talk to Fay. After the short talk, defeat the guy named Isawa. After defeating him, leave the Champion District. Fight off Isawa again. He's got a gun but don't worry. Just stick close to him and hammer him until he's defeated. Walk around a bit and you'll receive a call from Fay. Head to Pink Street North and enter Blue Moon. Chase him after the scenes.

Reward: 5000 exp, Cold Pack, Chunk of Wood (Sacred)

3. *Tanimura vs. Hostess Clubs*

Available after completing Gambler's Blues

Talk to the whiny man and reproving woman in front of MEB. Enter Jewel for the first time and select No Preference. You'll meet with the girls here but you'll only get Chihiro's business card. Return to MEB once more and request Chihiro this time. Just talk to her to learn more about her (and increase her "hearts" at the same time). Next, head to Shine in Pink Street. Like before, enter the first time and select No Preference. After getting Himeka's card, return there and request for her.

Next, head to Cuez bar to meet up with Minamizawa. Give the following answers for each girl.

Himeka

- Chicken Basket
- A customer that's harassing her
- She loves them

Chihiro

- Don't order strong drinks
- Kabuki Theater
- To become an actress

You may need to exit the bar and return again after giving the answers to receive your payment. The substory completes after giving details for both girls.

Reward: 30,000 yen x2, 5000 exp

4. The Mixer

Available after completing Gambler's Blues

Approach the two men in front of Cafe Alps and agree to join the mixer. Give the following answers when prompted.

- Ryota
- I'll leave it up to Yusuke
- Very!
- Throw Yusuke a lifeline
- Recommend cocktails
- How about you take care of her, Yusuke?

Reward: 50000 yen, 3000 exp

Unlocks: Kamurocho Culture

5. Another Case

Available in Chapter 2

Return to your hideout and Mei Hua will call you out. Head to Senryo Ave (southeast) to find Zhao being questioned by the yakuza. Defeat them, then head to Naomi's Palace in Tenkaichi Street. Next, head to Pink St and look for a crossdresser named Saki, wearing a purple scarf. Chase him down then head to the docks. Defeat the shady men in front of the warehouse.

Reward: 5000 exp

Unlocks: Clues

6. Clues

Available in Chapter 2, must have completed Another Case

After completing "Another Case", walk around a bit until you receive another dispatch about a murder in front of the Mach Bowl bowling alley near Theater Square. Approach the crime scene in Theater Alley west. After the conversation with Tanimura's colleague, you'll receive a call from Saki. Head to Shellac and talk to Saki.

Head to Nakamichi Alley next, behind the Club SEGA arcade. Go inside the building when you're ready. Defeat the men inside, then head off to Naomi's Palace again. Talk to Naomi and pay her 50000 yen for some information. Go to Cuez Bar in the Underground Mall as advised by Naomi. Talk to the barkeep then exit the bar. Check out the lockers and you'll find some shady men. Defeat them.

Reward: Eye of the Dragon, 5000 exp

Unlocks: Burning Bridges

7. The Witness

Available in Chapter 2

Head to the Theater Underground and look for a street artist. He should be hanging out by the vending machines beside the stairs leading to Theater Square. Agree to help him out. Exit to Theater Square then talk to the man wearing a black jacket and blonde hair. Defeat them to complete the substory.

Reward: Blackjack Amulet, 5000 exp

Unlocks: Looking down

8. Looking down

Available in Chapter 2, after completing The Witness

Talk to the woman in a white business suit in Theater Square, behind the large movie billboard. Take the elevator beside Volcano to reach the rooftops. Head west until Tanimura says that he'll watch from the building on the other side. Head there to trigger an event and the stalker will show up. Chase him down.

Reward: Shocking Spy Gear Exposed, 5000 exp

9. Kamurocho Culture

Available in Chapter 2, Must have completed The Mixer

Head to Shichifuku St. East to find some yakuza surrounding a foreigner in front of Kanrai restaurant. Talk to them then beat them up. Accept Smith's offer to be his guide then answer "A Shogi Salon" and "A Hot Spring" to his questions.

Reward: 50,000 yen, 5000 exp

10. Car Thieves

Available in Chapter 2

Head to Theater Square Northwest towards Shichifuku St West to overhear two men talking about the carjacking events happening recently. You should find two suspicious-looking guys by a white car near the Children's Park. Hold L1 to walk slowly then approach them. Talk to them then answer them "Is that the key to that car?". Beat them good to complete this substory.

Reward: Red Jewel, 2000 exp

11. Stolen Funds

Available in Chapter 2, after dropping off the briefcase in your hideout

Must have completed Gambler's Blues

Leave Little Asia and you'll receive a call from Mei Hua. Return to Homeland, then head to narrow alley in front of Public Park 3 in Tenkaichi Alley. Defeat the goons to complete the substory.

Reward: Ruby, 5000 exp

12. Voiceless Cries

Available in Chapter 2, after dropping off the briefcase in your hideout

Must have completed Stolen Funds

Talk to Zhao just outside of your hideout. Head north then turn east to find the kid named Nui. Talk to him then after he runs away, find him via first-person mode inside the small shop beside Hometown, behind the tables and chairs. Once done, go upstairs and find another kid just outside Nair's training spot. Talk to him then find him under the stairs to the west. Finally find the last kid located a short walk north of the Little Asia's south exit. Find her in front of Homeland, just above the grates. Watch the following dialogue to complete the substory.

13. Burning Bridges

Available in Chapter 4, after meeting Akiyama.

Must have completed Clues

Head to Poppo Nakamichi and three thugs will approach you. Meet Saki in Shellac then go to Naomi's palace to talk with Naomi. After that take the elevator beside Volcano to reach the rooftop garden. Defeat the shady men there. After that, head to Suppon St. It is located north of Poppo Tenkaichi St. Just head there and Tanimura will enter the building automatically. Defeat Tsugawa and his men.



Reward: 5000 exp
Unlocks: Successor

14. Successor

Available in Chapter 4, after meeting Akiyama.
Must have completed Burning Bridges

Leave Champion District and you'll receive a call from Naomi. Meet up with her in her place then go to Pink Alley. You'll be ambushed there. Defeat the assassins. You'll be automatically taken to the Millennium Tower. Defeat his men then chase him down.

Reward: Seal of the Dragon, 10000 exp

15. Letter to Mei Hua

Available in Chapter 4, after meeting Akiyama.

Talk to Zhao in Homeland. Head to West Park and defeat the thugs. Head to the northwestern part of the Hotel District to find Zhao. Approach him then take out all enemies.

Reward: 5000 exp

16. A Dangerous Game

Available in Chapter 4

Head to Ryugujo, Casino Floor. Talk to the man on the sofa near the entrance and agree to hear him out. Select the following options:

- Play
- Pull the trigger with a fearless expression
- Play the last round
- Pull the trigger with a blank expression

Reward: 3 million yen (!!), 5000 exp

After completing all 16 substories in Tanimura's chapter, you'll receive an email from Bob Utsonomiya. Talk to him to receive a **Kokurenkai Headband**.

KAZUMA KIRYU

1. Yuya's Way

Available in Chapter 2, after getting the New Serena hideout

Talk to the guys right outside New Serena to start this substory. Enter the host club Stardust to talk with Kazuki. Next, head to Nakamichi St. and talk to the woman talking on her mobile phone in front of Smile Burger. Next, head towards Watami and you should spot a host and a woman talking in the alley beside it. Talk to them and beat the guy up.

Reward: 5000 exp
Unlocks: Return of the Fake Kiryu

2. Return of the Fake Kiryu

Available in Chapter 2, after completing Yuya's Way

Approach Yuya in front of Stardust. After talking to him, head to Club SEGA in Theater Square. Next, head to Smile Burger in Nakamichi St. Finally, head to the Champion District and confront the imposter. Beat him up to complete the substory.

Reward: Popularity Bracelet, 5000 exp

Unlocks: Color Gangs

3. Color Gangs

Available in Chapter 2, after completing Return of the Fake Kiryu

Head to Shichifuku St and approach a shady man, in front of Cafe Barron near Jewel. Next, head to Nakamichi St to find the Akai Brothers, a few steps away from Pronto. Talk to the man phoning his girlfriend north of where the Akai Brothers are hanging out. Head to Nakamichi Alley behind Poppo Nakamichi to find some thugs assaulting a woman. Defeat them all in a brawl.

Reward: 5000 exp

4. The Twist is Back in Style

Available in Chapter 2

Head to the Yoshida Batting Center after getting the email from someone requesting you to go there. Talk to the agent outside the batting center. You'll need to hit at least one out of 10 pitches to complete this substory. Just wait for your character to stop moving around his bat then immediately press X. You'll most likely land a clean hit using this method.

Reward: Chunk of Wood (Sacred), 5000 xp

Unlocks: Kotaro Gets a Job

5. Kotaro Gets a Job

Available in Chapter 2, after completing The Twist is Back in Style

Walk along Millennium Tower East St to encounter Kotaro. Next, head to Kanrai in Shichifuku St to find Kotaro having a confrontation with some dickheads. Break them up and beat the punks. Walk around a bit and you'll receive an email from him. Head to the southern end of Nakamichi Street to find Kotaro lying on the ground. Beat up another group of punks to complete this substory.

Reward: 5000 exp

6. Master and Apprentice

Available in Chapter 2

Enter Kyushu No.1 Star and talk to Ueda. Agree to help. Talk to the guy outside the shop to know where Matsuyama ran off to. Go to the parking lot south of Champion District to find him. After the conversation, head back to Kyushu and talk to Matsuyama. Agree to help him out as well. Choose any of the options until the option "Let's wander around town" appears.

Reward: 5000 exp, Black Tonkatsu Ramen is now available in Kyushu.

Unlocks: White Lie

7. *White Lie*

Available in Chapter 2, after completing Master and Apprentice

Head to Bantam and talk to the bartender. A woman named Chigusa will arrive. Agree to go with her. Finally you'll be confronted by rent collectors. Defeat them.

Reward: 5000 exp, Platinum Engagement Rings

8. *Curry Adventure*

Available in Chapter 2

Head to Park Blvd just beside Ryugujo. You'll find a delivery boy surrounded by construction workers. Talk to them then attempt to leave twice until the good-for-nothing boy requests for your help. You need to take this task up if you want this substory to be complete. First, go to Matsuya in Taihei Blvd to receive the "Large Curry Take-Home Packs". Head to your hideout in New Serena to heat the meal then deliver it to the construction workers.

Reward: Staminan Spark, 5000 exp

Unlocks: Urban Hero

9. *Urban Hero*

Available in Chapter 2, after completing Curry Adventure

Enter the alley in front of Public Park 3 in Tenkaichi St. to find a man wearing a costume. He'll run away shortly so head to Poppo Nakamichi and approach the young gangster there. The creepo will appear again. Head in front of the Millennium Tower to find him surrounded by thugs. Take note that you can only find him there in Chapter 4 due to story-related restrictions. When you find him, talk to him and agree to help him. Run to the nearest Matsuya and talk to the employee to get a take-out curry. Deliver the curry to the creep.

Reward: Fitness Gear, 5000 exp

10. *Kiryu vs the Hostess Clubs*

Available in Chapter 2, as long as you have enough money.

Talk to Minamizawa and Asai in front of MEB. Same procedure with Tanimura and Akiyama, you need to meet some of the girls from two different hostess clubs. You can do the following in any order:

Go to Shine, select "No Preference" during the first visit, then select Maya Mori on your second visit
Go to Jewel, select "No Preference" during the first visit, then select Shizuka Saito on your second visit

Head to Cuez bar and give the correct set of answers to receive the full rewards of this substory.

Shizuka Saito

- She's an embalmer.
- She offers to wash their backs.
- Vegetable sticks

Maya Mori

- She's a model
- She keeps getting questioned by the police
- Chocolate

Reward: 30,000 yen per hostess, 5000 exp

11. *Becoming Family*

Available in Chapter 4, Curry Adventure must be completed as well.

Talk to the girl just outside of New Serena. After talking to Date, head to the Millennium Tower and find Minoru. Talk to him to learn what's keeping him. You need to find the thief and the girl's mother. The girl's mother is in the middle of Theater Square while the thief is located in Shichifuku East St parking lot. It doesn't matter who you approach first. After taking care of them both, return to Minoru.

Reward: 5000 exp

Unlocks: Kiryu the Babysitter

12. *A Doctor's Pledge*

Available in Chapter 4, Curry Adventure must be completed as well.

Take a cab to the docks and talk to the guy lying on the ground near some container vans. Head to New Serena and talk to Tanimura. After the conversation, defeat the Triad members.

Reward: 5000 exp

13. *Floriography*

Available in the Finale

Talk to Takashi in front of the Millennium Tower and agree bringing him to Kage. After the conversation exit the Florist's room and talk to Takashi. Continue along the hallway and you'll find Kage talking to Tanimura. Next, head to Poppo Nakamichi and watch him talking to Akiyama. Now head to the deadend alley south of Champion District to find Saejima and a homeless man. Return to the Florist afterward and talk to him. Finally, talk to Takashi in front of the Millennium Tower.

Reward: 5000 exp

Unlocks: The Hills Have Noise

14. *Kiryu the Babysitter*

Available in the Finale, must have completed Becoming Family first

Head to New Serena for a scene. Select "dirty diaper" when given the chance. Exit the bar and talk to the bystander. Next go towards Tenkaichi Alley and talk to the eyewitness there. Then, head to the Underground Parking Lot. Head to parking space 404 to find the woman surrounded by shady men. Defeat them and you'll have the chance to name the child.

Reward: Zero Jewel, 5000 exp

15. *The Hills Have Noise*

Available in the Finale, must have completed Floriography first

Listen to the chat of the two Ueno Seiwa Clan members in Public Park 3. Next head to MEB and eavesdrop from the gossipers outside, beside the taxi. Head to Kamurocho Hills through the toilet in West Park. Approach the large building then press X to hear the clanking noise. Agree to sneak in and defeat Buster Holmes.

Reward: Seal of the Dragon, 5000 exp.

This completes all of Kiryu's Substories. You'll receive an email from Bob Utsonomiya. Head to Naomi's Palace and talk to him to claim **Limbo 2: Night of the Limbo**.

AMON

Complete all substories for all four characters.

Return to New Serena as Kiryu to trigger an event. Head to the taxi stand in the Central Parking Lot and talk to the man in black suit nearby. Take note that these fights are really hard so equip the best gears to your characters and fill up their item slots with recovery items. Prepare first if you want then head to the Arena.

Akiyama vs Kazuya Amon

This guy is annoying. He's fast, both in attacking and evading. First the first half of the battle, you can knock him down but still, you need to use quickstep attacks and counters to deal damage. Do not use long combos here as they will leave you vulnerable. I found it effective to use quickstep attacks then use 3-4 hit combos once you successfully land a hit from behind.

Once down to 40% HP, this guy will enter HEAT mode which will make it impossible for him to get knocked down, and you can't almost hit him with ordinary combos. You need to use quickstep attacks like crazy and spam healing items as you need it.

Saejima vs Jiro Amon

This guy deals massive damage per hit if his hammer connects, not to mention that he regenerates his HP. Keep distance and try to grab him when you have the chance. Don't use Saejima's combos; just grab him and use your knee charge to stock HEAT and knock him down. Try to force him to the walls then wait for his attack/ combo to finish before making your move. This should give you plenty of time to grab him, land a knee to his face. Take note that a finisher using the wall deals greater damage than the standard finishing essence of Saejima (first to the face). This battle should be fairly easy.

Tanimura vs Sango Amon

This is a giveaway battle if you have the Sacred Tree Armor set equipped since you'll be immune to bullets, at the same time gain HEAT as the damage is nullified. Otherwise, any equipment that can add protection against bullets should suffice. It will also help if you have the Komaki Shot Stopper essence that can be learned from Nair. Also, don't do long combos; just the standard 1-3 jabs would do. This is to avoid getting parried or countered. At 40% hp, the bastard will enter HEAT mode and will start using melee attacks and parries. Use your own parry attacks - if possible lure him to the wall so he bounces off it, giving you free hits. Just spam recovery items as necessary.

Kiryu vs Jo Amon

The first part is rather easy; just attack him and use your essences to defeat him. For the second part, he'll be in HEAT mode and will be switching weapons. He'll have the annoying speed of the first Amon, the power and regenerative ability of the second and the parrying skills of the third.

When he's in melee mode, his attack patterns are the same as the first one. It's annoying to attack him when he's in this mode so it may be easier to be defensive and wait it out until he switches to the other two modes. He also occasionally uses a blackout technique that deals massive damage so always, keep your HP above 50% at least. When you see him standing still and pulling something from his pocket, that means he's going to use that blackout attack. You have at least one second to react and move out of the way. Good thing this attack damages only in a straight line. As long as you're not in the way, you're safe.

When he's using the hammer, avoid long combos. Use quickstep attacks and simple 1-2-3 punches so you can use quicksteps to avoid his hammer swings. Take note that you can't knock this guy down so don't bother using charge attacks. Also, his HP slowly recovers in this mode so try to compensate by using quickstep attacks.

It's easier to hit him when he's using the submachine guns. Like before, use short combos since he will always parry on the fourth or fifth hit. Do not attack him near the walls since you can parry you towards it which he will always follow up with a stomp attack. He's also open when firing his guns so quickly move out of the way and attack him from the rear. This mode is when you'll deal the most damage to so fight smart.

Just keep your cool and don't be too aggressive. Use his openings and opportunities to deal damage slowly but surely.

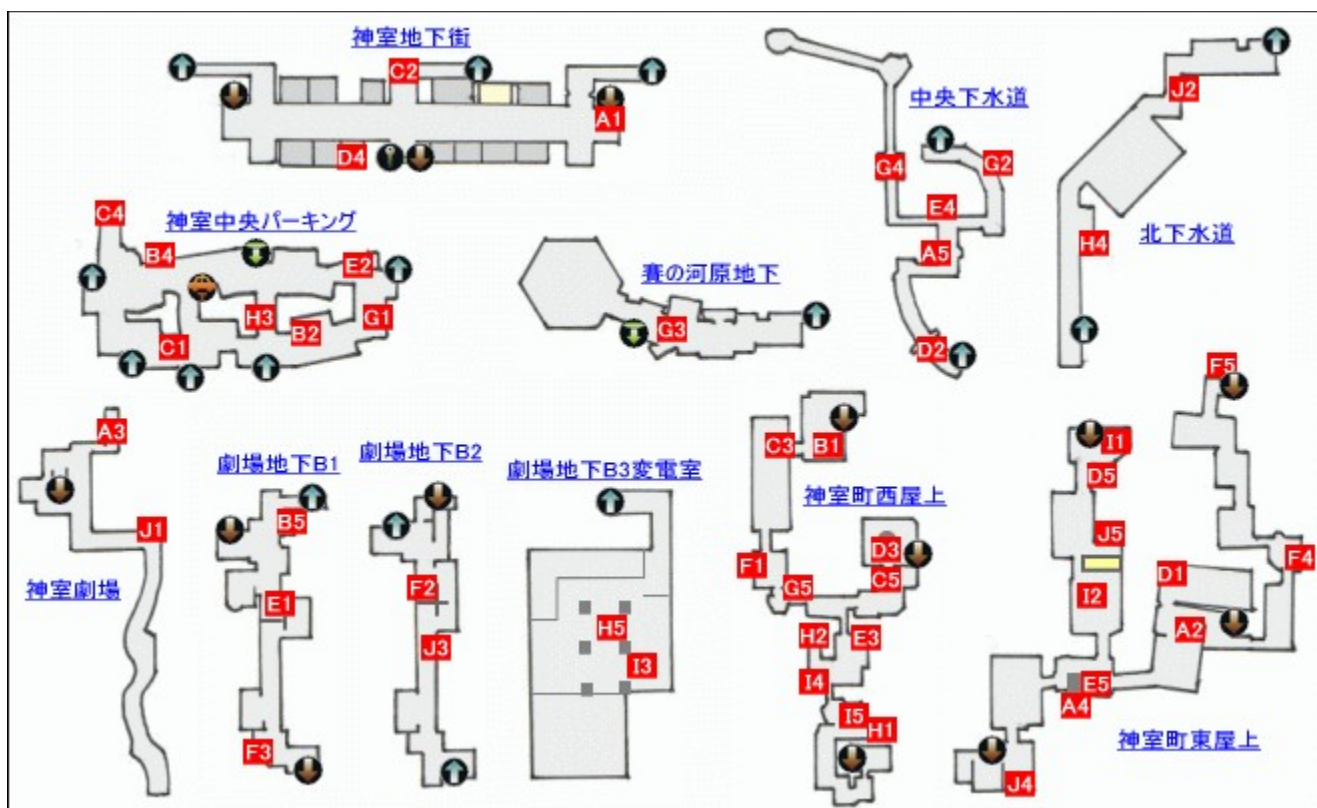
Reward: **Divine Dragon Short Sword**

Reward from Bob Utsonimya: **Amon's Sunglasses**

LOCKER KEY LOCATIONS

You can find keys easier by equipping the Locker Key Radar that can be acquired by talking to an NPC in Taihei Blvd in Chapter 2, near the lockers (available with Akiyama). For the other characters, you can buy the Locker Key Radar from the Ebisu Pawnshop for 70,000 yen though I won't recommend this since you can get MOST of the keys using Akiyama alone.

With this device equipped, you'll hear a sound when you're near a key. Just look around for a glowing object on the ground. Sometimes, you need to enter first person view (Press right analog) and look around overhead. You don't need to jump to grab it; just point your cursor there and you'll have the option to grab it.



Map Courtesy of www.PS3Trophies.Org

Kamurocho Underground Mall

- Kamurocho Underground Mall A-1 - Underground Mall, Near exit C



- Kamurocho Underground Mall A-2 - Pink Alley (west of Karaokekan) Rooftops east entrance. On top of the utility box.



- Kamurocho Underground Mall A-3 - Enter the underground tunnel from Shichifuku St., southwest of MEB (refer to the map). The key should be located at the bottom of the stairs.



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- Kamurocho Underground Mall A-4 - Upstairs from where key E-5 is located. Stuck under the railings.



- Kamurocho Underground Mall A-5 - Central Sewer on the right-hand side of Eco Taro on the base of the electric lamp.



- Kamurocho Underground Mall B-1 - Near the north entrance of Rooftops West, on the floor to the southeast.



- Kamurocho Underground Mall B-2 - Northeast of exit C, on the floor near the “208” sign



- Kamurocho Underground Mall B-4 - Southeast of C4, inside the second restroom near the “403” sign.



- Kamurocho Underground Mall B-5 - Theater Underground B1. In the escalator to the north part of the map.



- Kamurocho Underground Mall C-1 - On the floor in Central Parking lot, between exits A and B.



- Kamurocho Underground Mall C-2 - Showa St. stairs Underground Mall, across the lockers



- Kamurocho Underground Mall C-3 - Near the north entrance of the Rooftops West, just under the Lovist Brace X Love Brace billboard.



- Kamurocho Underground Mall C-4 - Northwestern part of the Central Parking Lot, inside the toll booth.



- Kamurocho Underground Mall C-5 - Directly under the stairs past the water fountain (after getting Kamurocho Underground Mall D-3)



- Kamurocho Underground Mall D-1 - Northwest of the Pink Alley (west of Karaokekan) Rooftops east entrance, on the floor.



- Kamurocho Underground Mall D-2 - Central Sewer, on the floor of the flooded tunnel leading to the southern exit.



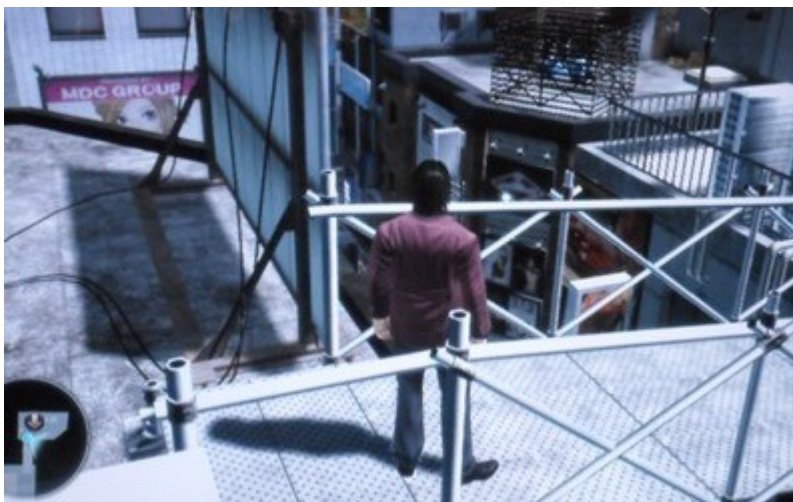
- Kamurocho Underground Mall D-3 - In the water fountain in the rooftops west. Just stand near the wooden planks and enter first person mode and slowly scan the water to find it.



- Kamurocho Underground Mall D-4 - Under the pool table inside Cuez Bar in the underground mall.



- Kamurocho Underground Mall D-5 - Rooftops East Entrance (Nakamichi Alley), on top of the left handrail along the walkway.



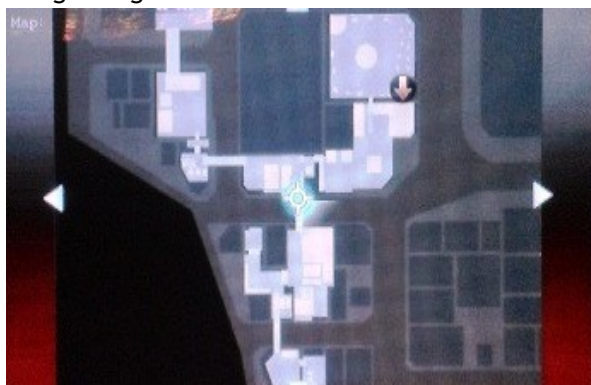
- Kamurocho Underground Mall E-1 - Theater Underground B1. On the floor before the room with the IFR-7.



- Kamurocho Underground Mall E-2 - Central Parking Lot. Near exit E, on top of the red pipes



- Kamurocho Underground Mall E-3 - In the Rooftops west, go the location shown in the map. Just before you cross the metal catwalk, you should stumble upon a Nico Nico Douga sign. The locker key should be glowing above it.



- Kamurocho Underground Mall E-4 - Central Sewer near Eco Taro. Look on top of the pipe to the north.



- Kamurocho Underground Mall E-5 - Above the door in the southern junction of the Rooftops east.



- Kamurocho Underground Mall F-1 - In the western part of the Rooftops West, at the base of a water tank.



- Kamurocho Underground Mall F-2 - Theater Underground B2*, near the homeless' shack on the floor.



- Kamurocho Underground Mall F-3 - Theater Underground B1. On top of a vending machine near the southern exit



- Kamurocho Underground Mall F-4 - Northwest of the Pink Alley (west of Karaokekan) Rooftops east entrance, on the floor beside some plant pots.



- Kamurocho Underground Mall F-5 - In the Rooftops East (you can access the rooftops by taking the stairs marked as blue arrows around the Pink Alley area). Turn around as soon as you reach the rooftops and look for the white tarp. There should be a glowing object on top of the scaffolding.



- Kamurocho Underground Mall G-1 - Under the blue van in parking space “111”, west of the Central Parking Lot



- Kamurocho Underground Mall G-2 - Central Sewer, on the floor along the arcing path leading to the northern exit.



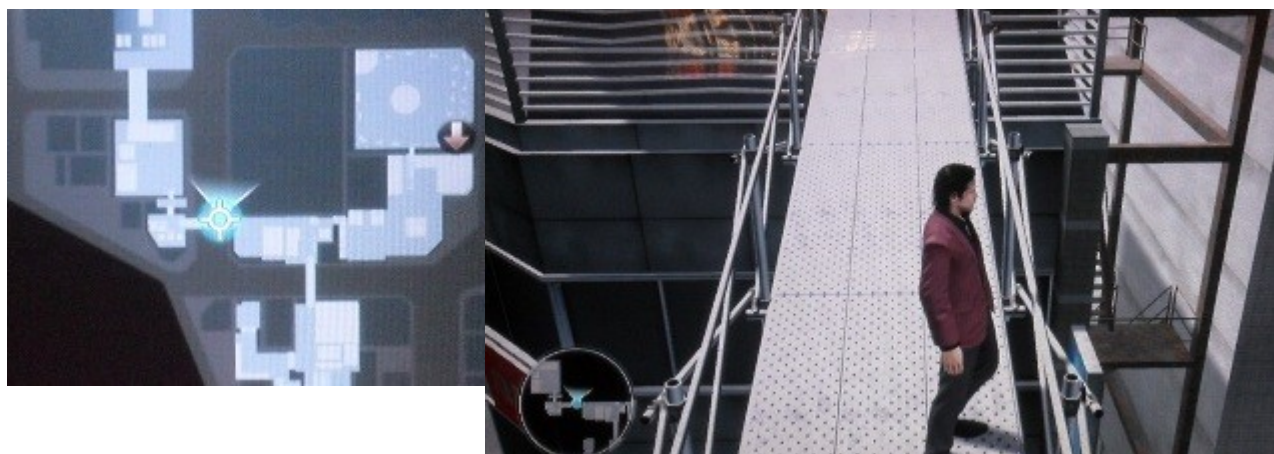
- Kamurocho Underground Mall G-3 - Purgatory Underground on the floor between the coliseum and casino



- Kamurocho Underground Mall G-4 - Central Sewer. Immediately accessible after getting your hideout and after the homeless man leads you to the Master. It's on the floor in the middle of the room where you can find him.



- Kamurocho Underground Mall G-5 - In the walkway marked in the map, look down to the right and look at the nearest neon sign. The key should be barely visible on top of it.



- Kamurocho Underground Mall H-1 - After getting I-5, there another deadend east. Check the floor to find the key. It's almost invisible because of the floor's white color.



- Kamurocho Underground Mall H-2 - Past the sign where you got the E-3 key, there should be a deadend to the west. Find this locker key on the floor.



- Kamurocho Underground Mall H-3 - In front of exit C, on the floor



- Kamurocho Underground Mall H-4 - sewers under the Children's Park near the entrance. It should be stuck on a pipe above the sleeping homeless man.



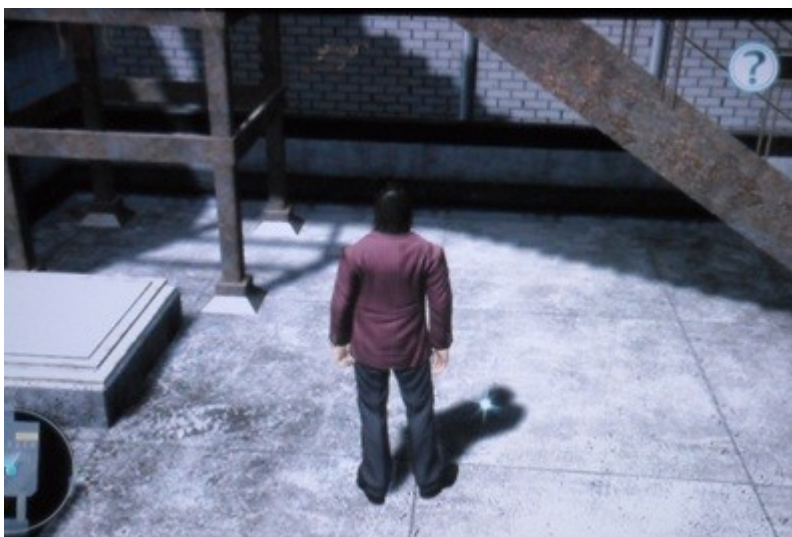
- Kamurocho Underground Mall H-5 - Theater Underground B3 (only accessible after defeating Midorikawa and his gang in Part 1, Chapter 4) Look on top of the fluorescent lamp in the middle of the room.



- Kamurocho Underground Mall I-1 - Rooftops East Entrance (Nakamichi Alley), on the floor beside the air conditioners.



- Kamurocho Underground Mall I-2 - South of the weapons dealer van in the Rooftops East, beside the stairs.



- Kamurocho Underground Mall I-3 - Theater Underground B3 (only accessible after defeating Midorikawa and his gang in Part 1, Chapter 4). Look at the basketball ring.



- Kamurocho Underground Mall I-4 - After getting H-2, walk a bit to the catwalk and look under the red Vanquish billboard.



- Kamurocho Underground Mall I-5 - After getting I-4, there's another deadend east. The key should be under the stairs beside the air-cons.



- Kamurocho Underground Mall J-1 - Inside Kamuro Theater, beside the fire hydrant after going upstairs. The entrance is along Theater Avenue, east of Club SEGA Theater Square.



- Kamurocho Underground Mall J-2 - sewers under the Children's Park past the group of homeless men. The key should be shining under the footbridge.



- Kamurocho Underground Mall J-3 - Theater Underground B2*, along the long corridor leading to the south exit, inside the yellow box.



- Kamurocho Underground Mall J-4 - Nakamichi Alley rooftops east entrance near Ebisu Pawnshop/ Southwestern exit of the Rooftops East. On top of the large air-conditioning units under a billboard



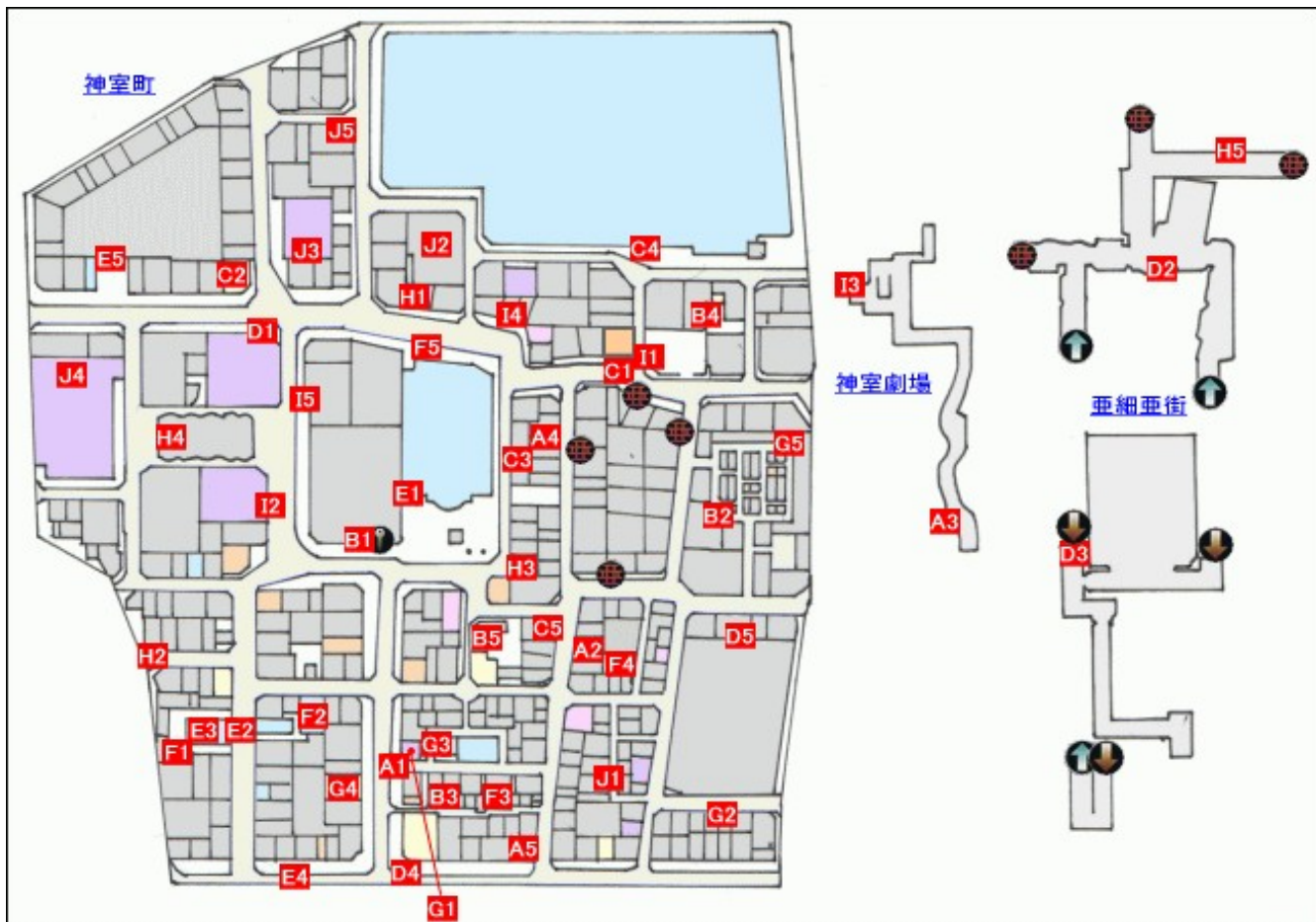
- Kamurocho Underground Mall J-5 - In the Rooftops East, inside the second exhaust vent beside the Weapons Dealer Van. (How the hell did it get there?)



*If you have the locker key radar equipped, don't be confused by the beeping sound you'll hear while traversing B2 even after getting the Kamurocho Underground Mall F-2 and Kamurocho Underground Mall J-3 keys. There are only two keys on this floor, and for some reason, the radar is picking up the signals on the floor above (B1).

Note: Kamurocho Underground Mall B-3 can only be obtained by doing Saejima's substory "The Homeless Men and the Cats". See the [Substories](#) section for more details.

Taihei Boulevard

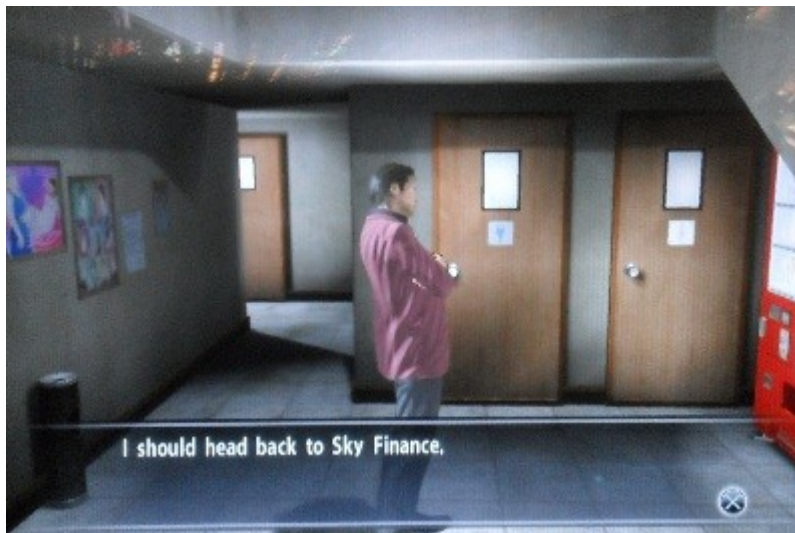


Map Courtesy of www.PS3Trophies.Org

- Taihei Blvd A-1 - In front of Club SEGA Nakamichi St, on the ground



- Taihei Blvd A-2 - Inside the Asia Club, near stairs



- Taihei Blvd A-3 - On top of a red box just past the lockers inside the building.



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- Taihei Blvd A-4 - Inside Beam DVD shop, along Pink St. North. In the plant pot.



- Taihei Blvd A -5 - Inside Poppo Showa Store, on the floor



- Taihei Blvd B-1 - Near the Taihei Blvd Lockers, right side of the NYHotDog sign.



- Taihei Blvd B-2 -Southwest corner of Champion District, beside some trash bags



- Taihei Blvd B -3 - Inside the Ebisu Pawn shop, on the floor



- Taihei Blvd B-4 - Stuck in the air vent in the dead end part of Park Alley. The door to the right is also the entrance to Kamiyama Weapons.



- Taihei Blvd B-5 - In the alley directly north of Poppo Nakamichi Store. Stuck in the gas pipe on the wall.



- Taihei Blvd C-1 - Shichifuku St. East - On the ground, near Park Alley and Club Elnard



- Taihei Blvd C-2 - On the floor of M-Store



- Taihei Blvd C-3 - Inside Bantam Irish Pub along Millenium Tower East St. On top of the speaker.



- Taihei Blvd C-4 - Park Blvd, on the ground near some dumpster.



- Taihei Blvd C-5 - Inside Kotobuki Drugs, immediately visible on the shelf.



- Taihei Blvd D-1 - On top of a vending machine, in the northeast corner of Club SEGA Theater Square



- Taihei Blvd D-2 - Little Asia, just outside the hideout. Look for an open bathroom with blue tiles. The key should be bareful visible on the floor.



- Taihei Blvd D-3 - Little Asia, in the second floor, on the floor. From your hideout, head to east then take the stairs north. The key is found near the upstairs.



- Taihei Blvd D-4 - Southwest of Don Quijote, inside the basket of the bike to the farthest right.



- Taihei Blvd D-5 - Parking lot in Taihei Blvd East, on the ground



- Taihei Blvd E-1 - In the left side of the Millennium Tower Garden, on the branch of the withered tree



- Taihei Blvd E-2 - Near your office (Sky Finance) on the street



- Taihei Blvd E-3 - Inside New Serena. Only accessible as Kiryu in Chapter 4. On top of a lampshade in the corner, between a door and some paintings.



- Taihei Blvd E-4 - By the subway entrance in Showa St. West, near the billboard



- Taihei Blvd E-5 - On the tree branch in the Children's Park along Shichifuku St. West. The park is near the taxi stand.



- Taihei Blvd F-1 - In your office's backlot. Look for the iron sheets above the two vending machines. There should be faint glint on the farthest left corner.



- Taihei Blvd F-2 - Public Park 3 along Tenkaichi Alley, under the bench to the east.



- Taihei Blvd F -3 - Inside the Orchid Palace Mahjong, on the floor



- Taihei Blvd F-4 - Inside Kyushu #1 Star ramen shop, on the floor.



- Taihei Blvd F-5 - Millennium Tower North, on top of the tree in the middle of the benches.



- Taihei Blvd G -1 - Inside Club SEGA Nakamichi St on the floor



- Taihei Blvd G-2 - On top of one of the billboard lamps along Senryo Ave (eastern part, with the bicycle parking space)



- Taihei Blvd G-3 - East of Club SEGA Nakamichi St. Inside the black garbage bin beside some bicycles.



- Taihei Blvd G-4 - Inside Cafe Alps, near the entrance



- Taihei Blvd G-5 - Northeast part of Champion District. On top of the tarpaulin.



- Taihei Blvd H-1 - Inside MEB information hub, in the dark corner of the room



- Taihei Blvd H-2 - At the end of Suppon St (North of Poppo Tenkaichi St) on the ground



- Taihei Blvd H-3 - In the small parking lot east of the Millennium Tower savepoint, on top of the booth.



- Taihei Blvd H-4 - Nudged in the Tower Battle movie billboard in Theater square



- Taihei Blvd H-5 - Little Asia, in the alley near the northernmost entrance/exit. Look above in first person mode to find the glowing object by the pipes.



- Taihei Blvd I-1 - Park Alley cor Shichifuku St. East, stuck between some billboards. Enter first person mode to grab it.



- Taihei Blvd I-2 - East of Volcano, under vending machine



- Taihei Blvd I-3 - Inside Kamuro Theater. The entrance is along Theater Avenue, east of Club SEGA Theater Square. The locker key is located on top of the red signboard beside the stairs.



- Taihei Blvd I-4 - On top of the Coffee Barron billboard Shichifuku St near Jewel hostess club.



- Taihei Blvd I-5 - Nudged in the ledge of Kamuro Theater exterior, along Theater Avenue, east of Club SEGA Theater Square



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- Taihei Blvd J-1 - Pink Alley, near some garbage cans



- Taihei Blvd J-2 - Gambling floor of Ryugujo



- Taihei Blvd J-3 - Lodged on the small vent near the arcade machines in Yoshida Batting Center



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- Taihei Blvd J-4 - Inside Mach Bowl. Find it near the entrance of the girls' washroom, by the large bowling pin.



- Taihei Blvd J-5 - stuck in the electric pole near the Hotel Volescica sign. It is located in the northern part of the Hotel District near the taxi stand.



LOCKER CONTENTS

Kamurocho Underground Mall

- A -1 Shape Memory Spring
- A-2 Super Resin
- A-3 Tiger Skin Belt
- A-4 Broken Radio
- A-5 Gambler's Amulet

- B-1 Staminan Royale
- B-2 Royal Joker Card
- B-3 50,000 yen
- B-4 Magnetized Metal
- B-5 Bloody Cloth

- C-1 Staminan Spark

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- C-2 Steel Chin Guards
- C-3 Pocket Tissues
- C-4 Gravity Converter
- C-5 Swat Body Armor

- D-1 Ancient Steel
- D-2 Ancient Steel
- D-3 Southpaw Bracelet
- D-4 Piss Mountain Stone
- D-5 Pearl

- E-1 Bust Amulet
- E-2 Lopsider Cigarette
- E-3 Red Jewel
- E-4 1-2-3 Gum
- E-5 Titanium Driver

- F-1 Monogrammed Bag
- F-2 Bloody Binding
- F-3 Black Jack Amulet
- F-4 Get-Rich-Quick-Card
- F-5 Staminan Spark

- G-1 Metal Bat
- G-2 Magnetized Metal
- G-3 Small Motor
- G-4 Gold Plate
- G-5 Mystery Liquid

- H-1 Blue Fox
- H-2 Protective Amulet
- H-3 Gauntlets
- H-4 Super Resilient Resin
- H-5 Titanium Core Ball

- I-1 Black Jewel
- I-2 Magnetized Metal
- I-3 9-Iron
- I-4 Small Motor
- I-5 Chance Stone

- J-1 Red Shark
- J-2 Gravity Converter
- J-3 Super Resin
- J-4 Staminan Spark
- J-5 Diamond

Taihei Blvd

- A-1 Tattered Scarf
- A-2 Steel Mail
- A-3 Spicy Knife
- A-4 Demon Stone
- A-5 Eye of the Dragon

- B-1 Hyper Stun Gun
- B-2 Shape Memory Spring
- B-3 Pearl

B-4	Mystery Stone
B-5	Mystery Stone
C-1	Ancient Steel
C-2	Broken Radio
C-3	Black Jack Amulet
C-4	Tauriner Maximum
C-5	Zero Jewel
D-1	1-1-1 Card
D-2	Toughness Emperor
D-3	Silver Plate
D-4	Physimagic Jersey
D-5	Charisma Ring
E-1	Piss Mountain Stone
E-2	Goddess of Children Amulet
E-3	Small Motor
E-4	Gravity Converter
E-5	Antique Chain Mail
F-1	Staminan Spark
F-2	Shape Memory Spring
F-3	Pearl
F-4	Comfy Soles
F-5	Mystery Liquid
G-1	Royal Joker Card
G-2	Even Goro's Beads
G-3	Lopsider Cigarette
G-4	Red Jewel
G-5	High-Grade Platinum
H-1	Chunk of Wood (Maple)
H-2	Stamina Spark
H-3	Shoulder Pads
H-4	Silver Plate
H-5	Lotus Clan Broadsword
I-1	Chunk of Wood (Ash)
I-2	Super Resin
I-3	Modified Lighter
I-4	Charismatic Photo
I-5	Seal of the Dragon
J-1	1-2-3 Gum
J-2	Large Blowup Doll
J-3	Broken Radio
J-4	Ruby
J-5	Trips Yokan

After opening all lockers, you'll get an email from Bob Utsonomiya. Head to Naomi's Palace and talk to him to receive **Beads of Good Fortune**.

Memo NPCs

Look for NPCs with blue pointers over their heads. They give advice and tips that can be added to your memo. Remember, memos are worth experience points! (500 exp each)

- Fanboy in Theater Square - Learn about the special edition magazines distributed in Theater Square during events.
- Man trying to pick up girls in Taihei Blvd - Learn about Action buttons.
- Big-pocketed Man in Theater Ave - Learn about using items
- Dangerous-looking Man in Shichifuku St - Equippable Items 1
- Man Fresh out of Relationship in Millennium Tower Garden - Complete/ Incomplete substories
- Man Searching for a Hostess Club in Pink Street - Equippable Items 2
- Man Who Wants to Use Lockers in Taihei Blvd - Locker Key 1. Also obtain a **Locker Key Radar**
- Friendly Homeless Man in Park Blvd - Akiyama's Friends
- Quiet Man in Glasses in Park Blvd - Valubles
- Woman in Champion District, in front of Earth Angel bar - Recovering health
- Regular Customer Inside Bantam Irish Pub along Millenium Tower East St - Effects of getting drunk
- Regular Customer inside Kyushu #1 Star ramen shop - Getting Help from People - Akiyama
- Ace Scout in front of Le Marche - Using L3 and R3 buttons
- Man Gazing at the Sky in Taihei West Blvd - Rooftops
- Critical Man inside MEB - MEB
- Tired Businessman northernmost part of the Hotel District, near the taxi stand - Taxis
- Cheerful High School Girl near the savepoint in Theater Square - Email
- Knowledgeable Homeless Man near the subway entrance in Showa West St. - Underground
- Woman at Crossroads along south Tenkaichi St near Naomi's Palace - Naomi's Palace
- Foreigner Studying Japanese along Tenkaichi Alley - NPCs Who Speak Foreign Languages
- Businesswoman - Pink Alley (west of Karaokekan) Rooftops east entrance - Experience Points and Leveling up
- Runaway Girl in the Underground Mall (Part 1, Chapter 3) - Lockers 2
- Aoki inside Shellac (Part 1, Chapter 4) - Substories
- Man with a Shady Past - south end of Nakamichi street, as soon as you arrive in the city - Police Patrols
- Strong-legged Man - Northern part of Nakamichi St, near Smile Burger, when Kido escorts you to the hideout. - Kicking Objects
- Sukegawa - Theater Underground B1, IFR-7 room. - IF70R
- Soul Man in Millennium Tower Underground (P2, C3) - Soul Points
- Frail Homeless Man in front of park in Shichifuku St west - Manholes
- Self-proclaimed Treasure Hunter in the sewers, under the Children's Park - First person mode
- Foreigner Teaching English (P3, C1) - In front of Shichifuku Parking Lot - Little Asia's Adopted Son
- Akaishi (P3, C1) - In Theater Square, after receiving Police Scanner - How to Avoid Street Fights

FRIENDS

This challenge is only available when playing as Akiyama. If ever a fight breaks out near his friend's establishment, they will usually come to his aid by giving him an object he can use as a weapon or to recover his health and HEAT gauge.

- Poppo Tenkaichi St - Became friends with the manager by buying stuff from him.
- Homeless Man 2 - west of save point in Theater Square. Give him any drink and he'll become your friend. He'll help you out in case you get into a fight near the area.
- Homeless Man - Located inside a makeshift shack in front of West Park. Give him any kind of beer or liquor to befriend him.
- Kyushu No.1 Star - Eat at least twice.
- Earth Angel Mama - Have at least 4 drinks
- Cafe Alps - Have at least 2 drinks



- Cuez Bar barkeep - Have at least 2 drinks
- M-store - Buy some stuff from him
- Kotobuki Drugs - Buy some stuff from him.
- Asia (Club) - Visit at least twice
- Taxi (Hotel District) - Ride the taxi at least twice. You may need to talk to him again to befriend him.'
- Club SEGA Theatre Square - Play the Boxcelios 2 game at least 3 times. You must not quit however, you may opt not to do anything and let the timer run out deliberately if you don't feel like playing the arcade game.

After completing all friends, talk to Bob B in Naomi's Palace to receive **Rage Talisman**.

DINING

For this challenge, you need to buy all available food and drinks in the game. Take note that those that you consumed inside the establishments are counted; taking them out or eating instant food from convenience stores does not count. You just need to take note of the following:

There are 5 secret menu items from Smile Burger, Gelateria Kamurocho, Kanrai, Sushi Gin and Cuez Bar. These items will only become available if you have the *Tokyo Isshun* magazine in your possession. This magazine can be purchased from any Poppo store.

The underground dining will first become available during Saejima's story. You need "Eco points" to purchase the foods there, which you can earn by trading the garbage around the city to a certain NPC in the same area.

Pronto and Pronto Bar are the same establishment; it's just that they offer different menus during the day and night. The time cycles are fixed when you're playing in story mode so you may want to deliberately get yourself damaged in order to try out all available menu from them.

The last dish you'll unlock is the Black Tonkatsu Ramen from Kyushu No.1 Star which will only become available after completing Kiryu's substory (Master and Apprentice) in Part 4.

Completing this challenge will earn you a **Lucky Binding**, courtesy of the afro clown, Bob Utsonomiya.

MODDING

Weapons can be modded by Kamiyama and later on, gears courtesy of his brother. You need designs and materials. Designs can be acquired from various sources like DVDs. You also need the base weapon, the materials and of course some cash for the modding fee. You can check your available designs under the Valuables sub-menu in your Items menu.

Some of the uncommon and rare materials are only available as reward or locker items so DON'T EVER, ever sell materials you acquired through these means. These rare materials are also prize items in some mini-games but it will be challenging and time-consuming. Basic base weapons are available from the modders while basic materials can be bought from Poppo stores, M Store, Don Quixote, Ebisu Pawnshop and Kotobuki Drugs.

There are four places where you can obtain the base weapons: Ebisu Pawnshop, Kamiyama Works (Weapons) and the weapon shop in the Rooftops East. You can get base weapons for gears from Kamiyama Works (Gears) in the rooftops West. The Coliseum has some base weapons as well where you can trade your skill points.

Here are the designs available from Beam. Remember that these are character specific:

(Akiyama)

Cheap and Easy Self-Defense 3800Y

Fun Science with Denzaburo 3800Y



(Saejima)
Space Ninja VII: The Daimyo Strikes Back 3800Y
Swordsmith: Hayakawa Ryutaro 3800Y
Lucky 8: Fist of Glory 3800Y
Let's Get Physical 7800

(Tanimura)
Dragon's Last Wind 3800
Running Grandmas 7800
Beatdown Basics 3800
Kick Ass Like a Badass 7800

(Kiryu)
Tale of a Great Coffin 3800
My Boyfriend in Number Four 3800
Lady Prisoner Number 38 11800
World's Strangest Amulets 7800

Now here's the list of the other designs that can be acquired by other means:

(Akiyama)
Memoirs of an Action Star - Complete "Layoff Already" Substory

(Saejima)
Nationwide Dumpling-Making Expose 2010 - Automatically acquired after visiting Kamiyama Works (Weapons) for the first time

(Tanimura)
Spear of the Moment - Automatically acquired after visiting Kamiyama Works (Weapons) for the first time
Shocking Spy Gear Exposed - Complete Tanimura "Looking Down" Substory

(Kiryu)
Limbo 2: Night of the Limbo - Complete all substories

Others:
Works K Catalog - Obtained from Kamiyama Works (Gear) by visiting as Kiryu in the Finale
Works K Catalog 1 - Obtained from Kamiyama Works (Gear) by visiting as Saejima in the Finale
Toy Gun Blueprints - Obtained from Kamiyama Works (Weapons) by visiting as Kiryu in the Finale

Complete this challenge to earn the **Hercules Gauntlet** from Bob Utsonomiya.

SAIGO'S TRAINING

Available at the start of Chapter 1, Part 3. For combat and shooting, your life bar depletes for real so it pays to save and stock up on items before attempting these. For running and suicidal running, you don't need to.

Shooting

Reward: Slash Kick Alpha

You don't need to manually aim or zoom; just press Triangle to shoot and just face the enemies to hit them. Use items if necessary.

Combat

Reward: 3000 exp

You can't knock this guy down so you may need to rely on your fast combos and quickstep attacks. Having armor and accessories that will help reduce bullet damage will help but not necessary. Just heal as needed and keep attacking him until he's down.



Running

Reward: Double Dash Kick

You need to chase Saigo down. You can pick up items if you want. Quickturns (moving to the left or right while pressing R1) will help a lot in closing the distance. Tackle him only if you're beside him. It seems that you can only use a quick turn once per lap. Your gauges will deplete in the long run so if you can't manage to chase him down, as long as your gauge is higher than him, he'll eventually tire out.

Suicidal Running

Reward: Triple Dash Kick

You need to run around 5 laps without depleting your gauge. This shouldn't be that hard if you know the trick. It is very hard to avoid Saigo's bottle throws and tackles so just run around the best as you can for 3 or 4 laps. If your gauge is at least 30% down, pick up the item to replenish it to full. You can also use a HEAT action to delay him but again, that's can only be used once. Just save those two lifelines if you really need them.

Suicidal Shooting

Reward: Slash Kick beta

For this mission, you need to evade bullets for one minute. Also, you can't attack the shooters. This is pretty easy if you have double quicksteps. If not, just run around and use health items to keep your HP up. The training automatically completes after one minute.

Suicidal Combat

Reward: Unarmed Attack Power increased

This will only become available by finishing the first five training courses. Be sure to equip the best armor and carry as many (potent) healing items you can. Start off by killing the two shooters since you can knock them down and use your HEAT actions on them. After taking them out, keep Saigo at arm's length and keep attacking to prevent him from firing his gun. Quicksteps and quickstep attacks will allow you to attack him from the sides and rear. Don't hesitate to use health items as necessary.

After completing the last training course, you'll get a mail from Bob Utsunomiya. Go to Naomi's Place and talk to him to receive **Sacred Tree Armor**.

REVELATIONS

These will become available for the first time in part 1 chapter 4 after Akiyama meets Mack, the cheerful foreigner as part of the story. Revelations are those "decisive" instances that you must capture using your camera phone. These are worth checking out since you'll learn unique techniques by capturing them. There are three revelations per character and these count towards the Challenges.

Press R3 to enter first person mode, focus on the subjects then capture the revelation moment by pressing X. Enter the correct buttons and you'll be given a question. Answer correctly to learn a new technique. Take note that this question has a timer.

Take note that you can only capture revelations if you the character's means to record it. The game will automatically give it to you so don't worry about Revelations until the games tells you so.

Akiyama ~ Camera Phone

1. Essence of Triple Strike

Story-related; on the top of the Sky Finance building after first meeting Mack.

Answer: "The way he was leaping and bouncing was amazing"

2. Essence of Loin Reaving

Immediately available after getting the first one

Rooftops East. Can be easily located by entering through any of the Nakamichi Alley entrances.

Answer: "Right in the jewels. I know that hurt"

3. Essence of Comebacks

Immediately available after getting the first one

Pink St. North. You should see three guys talking about kung-fu masters. Look in the alley to spot a married couple having a fight.

Answer: "Hmnn... a counterattack when one's guard is broken?"

Saejima ~ Wood Carvings

1. Essence of Smashing

Pink St. North. You should see three guys talking about kung-fu masters. Look in the alley to spot a married couple having a fight.

Answer: "She kicked right through his guard"

2. Essence of Bell Ringing

Head to the parking lot and look for space 104. Look at the man inside the black car.

Answer: "He slammed straight into the wall"

3. Essence of Clotheslining

In front of Poppo Nakamichi Street. Look for a man harassing a woman in white suit in the middle of the street.

Answer: "He used the momentum to land a powerful blow."

4. Essence of Super Heavy Weapons

Take the taxi to the docks and spot the man inside a red barrel, about to be thrown to the sea by two yakuza.

Answer: "Something as heavy as that is sure to do some damage"

Buy the *Musashi Carving* from the pawnshop for 150,000 yen and learn the following: (Not part of the revelations)

- Hidden Blade: Hook
- Hidden Blade: Raging Bull
- Heavy Maul: Fly Swatter

Tanimura - Sketching

1. Essence of Guillotine Heel

Enter Club SEGA in Theater Ave. Check out the couple playing UFO catcher to get this technique.

Answer: He hit one toy to make the other fall

2. Essence of Ball and Chain

Look at the guy in front of the vending machine near Hotel Volescia in the Hotel District.

Answer: Backwards between the legs, huh?

3. Essence of Skull-Crushing

Head to Park Blvd East and look at the girl talking on her cellphone, next to a pole.

Answer: A powerful blow landed when he was off guard.

Kiryu - Blogging

As soon as Chapter 2 starts, you'll receive an email from Komaki. Head to Ryugujo to meet up with him.

1. Essence of Taunting

Head to Poppo Nakamichi St to spot a man bothering a woman in white

Answer: A powerful hit after a taunt works well

2. Essence of Merciless Throwing

Go to the Rooftops East. You can take the staircase where you found the first revelation. Continue forth and you should spot a hostage-taking situation.

Answer: She didn't even let him fall

Discover all revelations to receive a **Substitute Stone** from Bob Utsonomiya.

This is not counted towards the challenge but is beneficial nevertheless. Access Komaki's Dojo by taking the elevator in Ryugujo. Practice with Komaki to increase your prowess and learn new techniques.

Practice 1 - Unarmed attack power increase

Practice 2 - HEAT action power increase, obtain Black Journal. (Learn Hidden Blade: Hook and Raging Bull)

Practice 3 - Weapon attack power increase, obtain White Journal (Learn: Mini Longsword - Sly Wolf)

The Read and Blue Journals can be bought from the Ebisu Pawnshop for 50,000 yen each.

MASTER'S HELPER

Sewer Path - 1 min, 7 layers

Use charged strike twice then normal strike.

Reward: 500 exp, Learn Wind-up Top

Air-Raid Shelter No.1 West

You have to protect the master by attacking the rolling rocks. These will greatly damage him and knock him down at the same time. You'll also suffer damage and get knocked down so do your destroying them as fast and efficiently as you can. You don't have to wait for the stones to roll down; you can destroy them in mid-air. It is also more effective using single punches against single rocks. Use only quick lunges if there are two nearby. Watch out of the small one rolling from the right side of the master there's a large chance that you'll miss it. Do your best protecting the master until he breaks down all 7 rock layers.

Reward: Unarmed attack power increased

Air-Raid Shelter No.1, South

You need to fight off waves of thugs while the master is digging. This is a pretty easy job; just don't let anybody near the Master and kill the thugs off as fast as you can. Mission completes after the master breaks through seven rock layers.

Reward: Great Bomber

Tunnel

You need a pickaxe that's made of Block of Super Alloy and combine with Chunk of Wood (Ash) with the help of the Kamiyama's weapon modding shop. The Super Alloy is a key item so you won't find it in your inventory. The Chunk of Wood (Ash) is found inside Taihei Blvd Locker I-1. If you happen to collect the key and obtained the chunk of wood using Akiyama, you'll have to wait until all 4 characters join forces later in the game so that they can share their stashes.

Once you have the Chunk of Wood, head to Kamiyama workshop to create the Super Alloy Pickaxe. Return to the Master and help him clear the rock wall. Use charged attacks to quickly destroy the wall within 30 seconds.

Reward: Weapon Attack Power Increased

Next, talk to Ken to receive High-Grade Blasting Powder. You need a battery for the timer. Buy one from any convenience store then bring the parts to Kamiyama to assemble a time bomb.



Air-Raid Shelter No. 2

For this challenge, you need to keep the thugs away while protecting the master from the boulders. Just keep your HEAT up so you won't get knocked down and don't focus on the thugs too much. They'll serve their purpose of being meatshields since they can be damaged by the boulders too. It will be to your advantage if you take this challenge drunk so your HEAT gets filled up quickly. Keep this up for three minutes and the master should be able to rig the bomb.

Reward: Sakura Storm, Power for all HEAT actions increased

Since Saejima doesn't have access to emails, you need to meet an old man near New Serena to get the completion letter. Talk to Bob Utsonomiya in Naomi's Palace to receive the **Sacred Tree Gauntlets**.

POLICE SCANNER

(Available for Tanimura) Scanner will report incidents and give their general directions. Mostly these will be resolved by defeating the suspects, as well as chasing them down. You can get your reward from Akaishi for every 5 incidents resolved.

After successfully resolving a few incidents, Aikishi will email you and will you to meet up. Talk to him in Theater Square to learn about a suspicious transaction involving one of their members. Walk a bit and you'll receive a similar report from your dispatcher. Head to the place described and defeat the perp. Earn 50,000 yen and 5000 exp.

After resolving more incidents, you'll receive an email from Aikishi. Meet up with him in Theater Square. After talking to him, walk a bit and you'll receive a dispatch. Head to Shichifuku St and talk to the beaten up Kamurocho Guard member. Walk a bit and you'll receive information about an assault in front of the Millennium Tower. Head there to find another guard member being assaulted by gangsters. Approach them and beat them up. You'll visit the thugs' hideout then defeat the Yakuza there.

Reward: High-grade Platinum, 10,000 exp
Reward from Bob Utsunomiya: **Rage Armor**

NAIR'S KUMITE

(Available for Tanimura)

You can practice sparring with Nair to enhance your abilities and to help her with her investigation.

Sparring 1 - Active Parry Time increased
Sparring 2 - Essence of Seizing

Keep responding to the dispatches from the police scanner and resolving incidents. You'll eventually learn about GG's whereabouts from a bunch of fools you'll take out during one of the dispatches. Report this to Nair.

Sparring 3 - Essence of Arm Dragging
Sparring 4 - Reversal

You should get a dispatch involving a wanted man belonging to a weapon smuggling syndicate. Head to the location and talk to the police officer. Defeat the man and he should tell you more details that will be useful to Nair's investigation. Report to her then talk to her once more. Gangsters will appear so beat them all up. After that you'll receive a call. Answer it. Save your game and make preparations if you want, then talk to Nair again. Agree to go.

Beat up GG's minions then the assassin in the upper floor. You'll be in the Millennium Tower shortly. Defeat the next batch of GG's thugs. Finally, you need to take out GG himself. He's got a shotgun and it's hard to evade it. Try to use quickstep attacks then continue with a combo once your initial attack lands. Nair will help you distract him so use that time to flank him. Stay close to him as much as possible so he can't fire his gun.

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Fortunately, you can use finishers on him. If you're drunk, then it will be a bit easier since your HEAT gauge can quickly refill.

After defeating GG, have a few words with Nair and you'll learn the Komaki Shot Stopper.

You'll also receive an email from Bob Utsonomiya informing you about a reward. Head to Naomi's Palace and talk to him to receive **Sacred Tree Shin Guards**.

IFR-7

This machine is located in Theater Underground B1 and can only be accessed after rescuing Kido and getting your client registry back as Akiyama in Part 1 Chapter 4. Completing the challenges will unlock new HEAT actions for your characters as well as increasing their health and HEAT meter, so long as you invest in repairing the machine. To register new enemies, you must input enemy data using all four characters. You need to pay 10000 yen per fight.

You can only get the parameter increase after fighting the enemies for the first time; subsequent fights will just earn you materials and 300 exp. Also if the time runs out, it will be considered your loss so you'll have to do your best to defeat the opponent within the time limit. Character bosses will be harder to beat so you may want to save your game first before trying to avoid wasting too much money learning their patterns. Different tactics apply when using different characters since their fighting styles are different. I suggest saving your game before fighting to save money.

Invest 50,000 - Boost abilities.

200,000 - Experience gained will be acquired permanently

700,000 - You can fight other players who used IFR-7 to input data.

Defeating them using each character will unlock new HEAT actions, as well as increase in their health and HEAT bars. The enemies are as follows:

- Thunder's Shadow
- Deadly Demon
- Guardian of Rage
- Flaming Jester
- Cold-Blooded Fist
- One-Eyed Devil
- Wind Phoenix
- Iron-Armed Tiger
- The Wall
- Legendary Blue Dragon

It doesn't matter which character you use; just beat them once and it will be counted towards this challenge's completion.

Reward from Bob: **Ebisu Socks**

GANG ENCOUNTERS

During Kiryu's story, head to Theater Square and rescue a Kamurocho Guard from some gang members. Akaishi, the leader of the group will ask for your help and will start this challenge. You need to defeat the gang members that will spawn occasionally in the streets until they cough up their leader's location or until Akaishi emails you.

After defeating their leaders, the surviving members of the defeated gangs may still pick fights with you. Defeat them to receive their emblems; you can trade 5 emblems to Akaishi for items.



Kamurocho Aqua Devils - Onitake - Central Parking Lot, near exit E
Reward: SSS Gunpowder, 3000 exp

Kamuro Phoenix - Park Blvd East
Reward: 100,000 yen, 3000 exp

Kanto Gangsters - Rooftops East
Reward: 100,000 yen, Locker Key Radar, 3000 exp

Slumdogs - Nakamichi Alley near Kotobuki Drugs
Reward: Eye of the Dragon, 3000 exp

Black Nightmare - Southern part of Champion Alley
Reward: 100,000 yen, 3000 exp

Purple Killers - Mach Bowl.
Defeat a few of their “decoys” then the real members will start spawning. Keep defeating them as well and you'll receive a call from the boss himself.
Reward: Seal of the Dragon, 5000 exp

Dark Clan
The last gang is a bit different. You need to fight 3 mini bosses before reaching the real boss himself. You can find them in the locations below. Take note that you can only meet them in order, as you will be emailed with clues regarding their general location.

Central Parking Lot. Look for a fat guy wearing a black jacket and shades in the middle
Go to the enclosed alley south of the Champion District
Go to the rooftop of New Serena
Finally, go to the electrical room in Theater Underground B3.

Reward: **200,000 yen, 10,000 exp**
Rage Bracelet - awarded to Kiryu after defeating all gangs

HOSTESS MAKER

As Akiyama, you can train 3 hostesses but you need to make the current one reach no.1 rank first before you get the chance to recruit another. There are various factors in making the girl successful. This includes the correct combination of hair, dress and makeup to suit the customer's requests. You also need to train their intellectual and conversational skills. Take note that the girls also get stressed, so you need to let them rest, preferably between training sessions. It is also not advisable to train them with the same topics consecutively.

Super Service is triggered by using certain combination of outfits and training while the hostess has a high level of motivation. This is usually a good sign since it means that the customers are happy with the service she provides. Also, higher motivation increases the trainee's stats faster and increases the chances of successfully increasing a stat. Choosing the correct outfit that the customers want increases the trainee's motivation. Take note that you need to manage your trainee's Stress and Motivation. Having low motivation and high stress levels won't do her any good.

There will be times that the customers will ask for something strange like a stressed out girl or a cute cosplay. Just take note of these and make the necessary adjustments as possible.

Training

- Appearance Tips: + Appearance Stat, + average Stress
- Trivia Tips: + Wit stat, + average Stress
- Conversation Tips: + Conversation stat, + average Stress
- Free Time: Lowers the stress level a bit



- Scold: Increase all base stats, increases Stress a lot
- Relaxation: Recovers a lot of Stress but decreases Motivation
- PEP Talk: Increases Motivation, +little Stress

Take note that even if you have these options, there will still be times that you'll get the opposite effect, depending on the hostess' stress level or motivation. For example, even if you had your hostess rest, for some reason she won't be able to and will adversely increase her stress as well.

Since you have three rounds in a shift, you can train her to increase any of the 3 base stats then have her relax in between. Once you have unlocked all the training options, you need to manage your hostess' motivation and stress levels as well as increasing her stats. If possible, don't let her stress level go above 75%. If ever a hostess' stress level is maxed out, she may skip work so you need to exit/enter Elise a number of times until she reports to work. She may also start her shift with a considerable stress level as well so make sure to take care of your girl.

The hostesses that you can train are the following:

- Hiyori - In front of the Millennium Tower Garden, talking to a middle-aged man
- Kyoko - Inside Bantam Irish Pub in Millennium Tower East St.
- Nanami - Inside Cuez Bar in the Underground Mall

Once she reaches a certain level, your trainee will disappear. You can bring her back by going to the same place where you first met her. Once your hostess becomes number 1, she'll become a part of your club permanently and can be requested by Kiryu or Tanimura. Before you can hire the second or third girl, you need to wait for the manager's call. So walk around the place until you get the call before going to the establishment where you'll meet the next potential hostess.

To attain high cute, conservative and flashy/ gorgeous ratings, refer to the list below. The original list and video can be found in Yakuza4PS3.com. Note that the dress up options will be unlocked automatically so don't worry about finding/ discovering them.

There will also be "cosplay" events so change the outfit of your hostess (cute = school uniform or maid dress) accordingly.

Cute

Clothing

Mini Skirt Dress

Hair

Short Shag - Black

Bouncy Bob (Unlockable) - Black

Makeup

Eyebrows: 1 - Black

Eyelashes: 2 - Black

Eyeliners: 1 - Brown (Right 1)

Eyeshadow: Brown (Down 4, Right 3)

Shimmer Eyeshadow: Yes

Color Contacts: Purple (Down 3, Right 3)

Blush: Any

Shimmer Blush: Yes

Lipstick: 2 - Pink (Down 3)

Accessories

Hair Accessory: Double Hairband (Unlockable)

Earrings: Heart Earrings



Necklace: None
Nails: Cute Nails
Ring: None
Watch: Simple Watch
Bracelet: Jeweled Bracelet

Flashy/ Gorgeous Outfit

Clothing

Mermaid Dress

Hair

Twist Updo - Red (Down 3, Right 1)

Makeup

Eyebrows: 3 - Brown (Right 3)
Eyelashes: 2 - Black
Eyeliner: 4 - Black
Eyeshadow: Blue (Down 4, Right 4)
Shimmer Eyeshadow: Yes
Color Contacts: Blue (Down 3, Right 1)
Blush: Any
Shimmer Blush: Yes
Lipstick: 2 - Dark Fuchsia (First Color)

Accessories

Hair Accessory: Double Hairband (Unlockable)
Earrings: Bold Hoop or Cross Earrings (Unlockable)
Necklace: Chain Necklace
Nails: Gorgeous Nails
Ring: None
Watch: Simple Watch
Bracelet: Jeweled Bracelet

Conservative

Clothing

Charming Off-Shoulder Dress

Hair

Default
Medium Length Black (Unlockable)

Makeup

Eyebrows: 1 - Black
Eyelashes: None
Eyeliner: None
Eyeshadow: None
Shimmer Eyeshadow: None
Color Contacts: None
Blush: Any
Shimmer Blush: None
Lipstick: 1 - Dark Fuchsia (First Color)

Accessories

Hair Accessory: Hairband (Unlockable)
Earrings: Petite Earrings

Necklace: Elegant Necklace
Nails: None
Ring: None
Watch: Simple Watch
Bracelet: Pearl Bracelet

The hostess will become No.1 when all her stats reaches S-rank and she earns 150,000 yen in a single shift. Once she becomes the top hostess, you can dress her up for the last time. Since this will become her permanent look (despite of what the customers want), feel free to dress her up the way you want. The next time any of your other characters (Tanimura and Kiryu) requests for her, she'll appear in the outfit you selected during this phase.

Rewards:

1st hostess to reach Rank 1: 10G Coin (Worth 10,000 yen when sold to Ebisu Pawnshop)

2nd hostess: 100G Coin (Worth 50,000 yen when sold to Ebisu Pawnshop)

3rd hostess: 1000G Coin (Worth 500,000 yen when sold to Ebisu Pawnshop)

Dragon-Embroidered Shirt (from Bob Utsonomiya)

HOSTESSES

Everyone except Saejima can visit hostess clubs to have a good time and meet some new girls. These girls are available in Jewel, Shine and Elise. Basically, you need to meet and get their business cards the first time you visit the club. The next time you visit, you should be able to request for a specific girl. Take note that specific girls can only be requested by each of your characters.



To complete the substory of a hostess and to make them fully fall for you, you need to visit them often and fill out their "hearts". These hearts are filled whenever you order their preferred food/drinks, answering questions correctly and wearing accessories such as Popularity Bracelets and perfumes. Take note that visiting hostess clubs will require a considerable amount of money so don't try this challenge without good funds to back it all up.

This guide won't dictate the correct answers to each of the hostesses' questions since that will defeat the purpose of having the choices anyway. That said, it is recommended to save your game after filling out every 5 hearts. This will make it easier for you to start again if ever you answered incorrectly and lose hearts in the process.

One good tip is to equip heart-boosting accessories before visiting them. Next is to order their favorite drinks/food. If ever the girl's favorite drink is expensive, compromise with the food instead. Food items are cheaper and can fill out a heart faster. Next is to choose the answers that you think the girl wants to hear. It may be tricky at times but nothing's wrong with a little trial and error. Finally, your email responses do count as well.

Time to time, these girls will ask for their favorite drink or food during your conversation. This is not recommended as you'll have to pay for the full price of the drink/ food and yet get only a quarter of a heart full. You won't lose a heart if you decline so if you want to be economical, turn them down.

Once you've reached 10 hearts, you'll get a call from the hostess asking you out on a date. If she enjoyed her time with you, she'll even ask you to go to the club for some drinks. Your maximum hearts will increase to 15. Fill it completely and go on another date. Finally, your hearts will reach 20 whereas filling it up will open the hostess' substory.

The hostesses' substories are pretty linear so you don't have to worry about too much details. By completing their substory, they'll give themselves to you and you'll get their fancy business card. Complete all 10 hostess substories and you'll complete this challenge.

Akiyama

- Erena (Jewel)
- Noa (Jewel)
- Rio (Shine)

Tanimura

- Chihiro (Jewel)
- Himeka (Shine)
- Nanami (Elise)

Kiryu

- Maya (Jewel)
- Shizuka (Shine)
- Hiyori (Shine)
- Kyoko (Shine)

For your convenience, I'll just list down their favorite foods (and cheap drinks):

- Erena - Dry Ray Fin
- Noa - Chicken Basket
- Rio - Chocolate
- Chihiro - Cassis and Orange, Orange Juice, Chocolate
- Himeka - Chicken Basket
- Maya - Chocolate
- Nanami - Fruit Basket
- Shizuka - Vegetable sticks

Reward from Bob Utsonomiya: **Luck Mallet**

COLISEUM

The Coliseum is only available to Kiryu and Saejima. They'll fight the same enemies; however, the strategies for defeating some of them may be a little different. To complete this challenge, you must win all the battles for both Kiryu and Saejima. Here are the available battles in the Coliseum.

- [Title Match \(Available to Saejima only\)](#)
- Maximum Grand Prix
- Magnum Force Grand Prix



- Hyper Grand Prix
- Twin Dragon Grand Prix
- Tag Match Grand Prix *
- Weapon Master Grand Prix *
- Bomber Grand Prix
- Bounding Grand Prix
- Heat Grand Prix
- Breakout Grand Prix
- Street Fight Grand Prix
- Exhibition Grand Prix

* You must have at least one trainee fighter that won the Rookie Tournament.

Reward for completion: **Muramasa Blade**

FIGHTER MAKER

This challenge will be unlocked automatically during Saejima's story. Basically, you need to train an apprentice so that he can enter the Rookie Tournament and earn some cash that you can use to upgrade the Dojo's facilities. If your apprentice has won, he can also be your tag partner in the Coliseum's tag battle. You need to take your time to maximize your fighter's stats.

- Max out their condition first. (Indicated by a purple smiley)
- Continue doing meetings to increase their trust and for them to learn new skills. Continue doing this until there's nothing more to talk about.
- Continue doing activities that increase trust until it is maximized.
- Teach a finisher to the student.
- Increase his Max HP and continue training
- Keep entering easy exhibitions to further enhance his skills
- Once you feel he's ready, enter the tournament.

HEAT ACTIONS

As the name implies, these are special moves that you can trigger when your character is in HEAT mode. There are several types of HEAT actions:

Terrain: These moves use objects in your surroundings as weapons such as walls, railings and posts. Since some of the HEAT actions require you to execute the move while grabbing the enemy in front and in the back, you may want to use Saejima/ Kiryu's counter blow, Tanimura's Parry or quickstep to get behind the enemy easily.

Weapon: These actions are available when wielding a certain weapon. Take characters have their own signature finishers using the same weapon type. The best example is Kiryu; he has his own moves in most weapon types. Some weapons however, are only available in the Coliseum's Street Fight Grand Prix so if you're gunning towards this challenge's completion, you'll need to participate there.

Finishers: These are usually the default finishers that you execute when the enemy is on the ground.

Power: The use of brute force to take out multiple enemies at once.

Komaki: Secret arts available that focuses in counterattacking and parrying. These are very formidable skills against almost any enemy, should you be able to master them.

Hidden Blade: These are HEAT actions that require a sword, sledgehammer and a knife to perform.



Essences: These are the unique finishers available to each character.

To complete HEAT actions, you need to learn some of the secret arts, especially those learned from Revelations, challenges and items. Below is the list of all HEAT actions in the game. This list is compiled and derived from [Ultimateweapon79's forum post in Gamefaqs](#).

You can also refer to the compilation videos of HEAT moves. Just follow the YouTube links below:

- Akiyama - <http://youtu.be/lDV8SgISqjI>
- Saejima - <http://youtu.be/noJD2kA9U7Y>
- Tanimura - <http://youtu.be/7UcBm9bGUqw>
- Kiryu - <http://youtu.be/e2nzQi0X-ZU>

Terrain Moves

Wall Crusher- Enemy near wall

Performed by: Akiyama, Tanimura, Kiryu

Back Crusher- Grab enemy from behind, Near wall

Performed by: Tanimura, Kiryu (Kiryu can advance it)

Head Crusher (Forward)- Grab enemy near waist high platform

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Head Crusher (back)- Grab enemy from behind near waist high platform

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Pole Smasher- Grab enemy near a pole or street lamp

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Throwdown- Grab enemy near edge on rooftops

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Ass Crusher- Grab enemy near the edge of railings or benches (perpendicular to them)

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Spine Cracker- Grab enemy near railing or benches

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Fence Grater- Grab enemy near edge of ring in colosseum matches

Performed by: Saejima, Kiryu

Fence Kicker- Grab enemy from behind near edge of ring in colosseum matches

Performed by: Saejima, Kiryu

Guardrail Crusher- Press triangle when your enemy is near a guardrail.

Performed by: Akiyama (can be advanced)

Pole Crusher- Press Triangle when your enemy is near a pole or streetlamp

Performed by: Akiyama

Wallbanger- Grab enemy near wall

Performed by: Saejima (can be advanced)

Wall Smasher- Press Triangle when your enemy is near a wall

Performed by: Akiyama (can be advanced)



Weapon Moves

Beater- Heat action with a one-handed weapon (crowbar, traffic cone, ect)

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Umbrella Neckbreaker- Heat action with Umbrella

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Pro Bowler- hold R1 then press triangle when there is distance between you and your enemy with bowling ball (can be found near Mach bowl and in Street fight GP)

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Chugalug- Heat action with mysterious liquid (can be found in various locations and in street fight GP)

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Pin Cushion- Heat action with syringe (can be found in various locations and street fight GP)

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Salty Tears- Heat action with salt (can be found in various locations and street fight GP)

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Burn Notice- Heat action with portable stove (can be found in various locations, West Park and street fight GP)

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Dentistry- Heat action with pliers (can be found in various locations and street fight GP)

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Manicure- Press Triangle with pliers when attacked (can be found in various locations and street fight GP)

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Rope Burn- Press Triangle with rope behind enemy (can be tricky. can be found in various locations and street fight GP)

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Dagger Stab- Heat action with dagger (Kiryu can perform wall and platform dagger stabs)

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Stunner- Heat action with stun gun

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Designated Hitter- Heat action with baseball bats, iron pipes, or banners

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Fore!- Heat action with golf club

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Pole attack- Heat action with polearm

Performed by: Akiyama, Saejima

Spin the helmet- heat action with beer crates, Dora balls, computer monitors

Performed by: Akiyama, Saejima, Tanimura, Kiryu

Lotus Staff- Heat action with polearm

Performed by: Kiryu

Hammer Attack- Heat action with hammer

Performed by: Saejima, Kiryu



Sign attack- Heat attack with advertising sign
Performed by: Akiyama, Saejima, Tanimura, Kiryu

Drop Attack- Heat action with a heavy two handed object such as a bicycle
Performed by: Akiyama, Saejima, Tanimura, Kiryu

Smasher- heat action with a small two handed object such as a bicycle wheel
Performed by: Akiyama, Saejima, Tanimura, Kiryu

Nunchaku attack- Heat action with nunchaku
Performed by: Kiryu

Tonfa Attack- Heat Action with tonfa
Performed by: Kiryu

Tonfa Abuser- Heat action with tonfa
Performed by: Tanimura

Kali Attack- Heat action with kali sticks
Performed by: Kiryu

Kali Abuser- Heat action with kali sticks
Performed by: Akiyama

Brass Knuckle Combo- Heat action with knuckles
Performed by: Saejima

Stick Master- Heat action with polearms
Performed by: Tanimura

Heavy Lifter- Heat action with massive weapon such as motorcycles and barrels
Performed by: Saejima

Finishing moves

Punisher- Press triangle when enemy is down (can be advanced by Akiyama and Kiryu)
Performed by: Akiyama, Saejima, Tanimura, Kiryu

Punisher: Weapon- Heat Action with small two handed weapon when enemy is down
Performed by: Akiyama, Saejima, Tanimura, Kiryu

Punisher: Crusher- Heat action with heavy two handed weapon when enemy is down
Performed by: Akiyama, Saejima, Tanimura, Kiryu

Punisher: Stomper- Heat action with one handed weapon when enemy is down face up
Performed by: Akiyama, Saejima, Tanimura, Kiryu

Punisher: Kicker- Heat action with one handed weapon when enemy is down face down
Performed by: Akiyama, Saejima, Tanimura, Kiryu

Punisher: Knuckles- Heat action with knuckles equipped and enemy is down
Performed by: Saejima, Kiryu

Punisher: Hammer- Heat action with hammer equipped and enemy is down
Performed by: Saejima, Kiryu

Beatdown- Heat action when enemy is down and health is flashing red



Performed by: Saejima, Kiryu

Facelift- Heat action while enemy is getting up

Performed by: Saejima, Kiryu

Armbar- Heat action while enemy is getting up

Performed by: Tanimura

Power Moves

Two For One (Forward)- Heat action while grabbing an enemy near another downed enemy

Performed by: Saejima, Kiryu

Two for One (Back)- Heat action while grabbing an enemy from behind near another downed enemy

Performed by: Saejima, Kiryu

Swinger- Heat action while grabbing an enemy's leg

Performed by: Saejima, Kiryu

Swinger: Wallbanger- Heat action while grabbing an enemy's leg near a wall

Performed by: Saejima, Kiryu

Swinger: Pole Smasher- Heat action while grabbing an enemy's leg near a pole

Performed by: Saejima, Kiryu

Facial- Heat action while grabbing an enemy's leg near a waist high platform

Performed by: Saejima, Kiryu

Crash Test Dummy- Heat action while grabbing an enemy's leg near the hood of a car

Performed by: Saejima, Kiryu

Brain Masher- Heat action grab an enemy near another enemy (Saejima's health must be flashing. Kiryu must be in red heat)

Performed by: Saejima, Kiryu

Faceplant- Heat action grabbing an enemy (Saejima's health must be flashing. Kiryu must be in red heat)

Performed by: Saejima, Kiryu

Drop Slam- Heat action grabbing an enemy from behind (Saejima's health must be flashing. Kiryu must be in red heat)

Performed by: Saejima, Kiryu

Knock Down- Heat action grabbing an enemy near 3 or more enemies while health is flashing red

Performed by: Saejima, Kiryu

Komaki Moves

Komaki Sword- Heat action with sword

Performed by: Kiryu

Komaki Reversal: Tortoise- Heat while being attacked from the front

Performed by: Kiryu

Komaki Reversal: Phoenix- Heat action while being attacked from behind

Performed by: Kiryu

Komaki Reversal: Dragon- Heat action while being attacked from the right



Performed by: Kiryu

Komaki Reversal- Tiger- Heat action while being attacked from the left

Performed by: Kiryu

Komaki Disarm Handgun- Heat action near an enemy with a handgun

Performed by: Tanimura, Kiryu

Komaki Disarm Shotgun- Heat action near an enemy with a shotgun

Performed by: Tanimura, Kiryu

Komaki Disarm Sword- Heat action while unarmed and being attacked by an enemy with a sword

Performed by: Tanimura, Kiryu

Komaki Head Crusher- Heat action while grabbing an enemy near a knee high platform

Performed by: Kiryu

Komaki Dragon King- Heat action while in red heat after hitting an enemy with the Komaki Parry

Performed by: Kiryu

Special Blade Moves

Black Kite Blade- Heat action with sword equipped while being attacked by an enemy with a sword

Performed by: Saejima, Kiryu

Raging Bull Blade- Heat action with a sword equipped and distanced from an enemy (Saejima's health must be flashing. Kiryu must be in red heat)

Performed by: Saejima, Kiryu

Dancing Cat- Heat action with kali sticks and distanced from an enemy

Performed by: Kiryu

Niten Kali- Heat action with kali sticks while in red heat

Performed by: Kiryu

Hammer Swatter- Heat action with hammer while enemy is near wall

Performed by: Saejima, Kiryu

Wolf Blade- Heat action with dagger while running toward 4 or more enemies

Performed by: Kiryu

Other Moves

Smoke Break- Heat action while smoking (press down on d-pad to light up a cigarette)

Performed by: Kiryu

Combo Stomp- Heat action while partner grabs an enemy in tag team matches

Performed by: Saejima

Flying Knees- Heat action while partner grabs an enemy from behind in tag team matches

Performed by: Saejima

Falling Knee- Heat action while partner grabs an enemy in tag team matches

Performed by: Kiryu

Jumping- Heat action when guardrail separates you and an enemy

Performed by: Akiyama, Kiryu



Pole Dancing- Heat action while running towards an enemy while drunk
Performed by: Akiyama, Kiryu

Rolling- Heat action while doing a forward roll (double tap X towards enemy)
Performed by: Kiryu

Self Destruct- Heat action while being attacked by an enemy with a heavy two handed weapon
Performed by: Kiryu

Hurling- Heat action while being grabbed by an enemy
Performed by: Tanimura, Kiryu

Reversal- Heat action while being knocked down
Performed by: Tanimura, Kiryu

Drunken Tackle- Heat action while distanced from an enemy while drunk
Performed by: Kiryu

Terror- Heat action while running towards 4 or more enemies
Performed by: Kiryu

Ultimate- Heat action near a knocked out enemy while in red heat (floating stars around their head)

Triple strike- Heat action while running at 3 or more enemies
Performed by: Akiyama

Nutcracker- Heat action while being attacked from behind
Performed by: Akiyama

Comeback Kick- Heat action when guard is broken
Performed by: Akiyama

Power Clothesline- Heat action while enemies bounces of the floor (Square, full charged triangle combo works best. Can be advanced)
Performed by: Saejima

Bell Ringer- Heat action when enemy bounces off the wall (can be advanced)
Performed by: Saejima

Ultimate Smasher- Heat action near a guarding enemy
Performed by: Saejima

Arrest- Heat action near an enemy writhing in pain on the ground
Performed by: Tanimura

Combo I- Heat action after a square, triangle combo (can be advanced)
Performed by: Tanimura

Combo II- Heat action after a squarex2 triangle combo (can be advanced)
Performed by: Tanimura

Combo III- Heat action after squarex3, triangle combo (can be advanced)
Performed by: Tanimura

Combo IV- Heat action after Squarex4 triangle combo (can be advanced)
Performed by: Tanimura

Combo V- Heat action after Squarex5 triangle combo



Performed by: Tanimura

Ball and chain- Heat action while armlock is applied (can be advanced)

Performed by: Tanimura

Guillotine Heel- Heat action while grabbing an enemy near another enemy

Performed by: Tanimura

Essence of Arm Dragging- Heat action while parrying

Performed by: Tanimura

Skull Crusher- Heat action while grabbing an enemy from behind

Performed by: Tanimura

Disarm- Heat action while being attacked by an enemy with a one handed weapon

Performed by: Tanimura

Wakeup Call- Heat action while picking up a face up enemy

Performed by: Kiryu

Taunt- Heat action while taunting an enemy

Performed by: Kiryu

Completion Reward: **War God Amulet**

TROPHIES

In depth discussions on how to unlock some trophies can be found in www.PS3Trophies.Org.

Bronze Trophies

20 Substories

Complete or finish twenty substories.

4 Substories

Complete or finish four substories.

40 Substories

Complete or finish forty substories.

After-Work Hookup

Have a hostess invite you on an after-work date.

Boiled Turkey

Achieve a turkey in bowling.

Business Card Hunter

Receive business cards from all hostesses, including ones you train in 'Hostess Maker.'

Captain Two-fer

Successfully hit two panels at once at the batting center.

Casino Rookie

Play all casino gambling games.

Emblem Collector



Collect ten emblems from survivors during gang encounters.

Fashionista

Gather at least one outfit from each category in 'Hostess Maker.'

First Carom

Win the first point in Four-Ball pool.

Gourmet of Kamurocho

Order something at least once at each restaurant.

Hat Trick

Achieve a hat trick in darts.

History Buff

View all Reminiscences from YAKUZA to YAKUZA 3.

Kamurocho Iron Man

Traverse 100 kilometers or more.

Kamurocho Stampede King

Knock over 100 people you pass by.

Master in Training

Have one of your apprentices win the Rookie Tournament in 'Fighter Maker.'

Memo Master

Collect all Memos in the Pause Menu.

Mr. Outdoors

Golf and fish five times each.

Novice Gambler

Play all non-casino gambling games.

Revelation Seeker

Acquire three Revelations.

Seven Pairs

Collect two of each different tile pattern in mahjong.

Shogi Promotion

Achieve a promotion in shogi.

Star of the Coliseum

Acquire the title 'Star of the Coliseum.'

Table Tennis Pro

Smash the ball three times in one match.

The Human Jukebox

Sing all songs at karaoke.

The Joy of Gifting

Have a hostess wear a present you give her.

VIP Member

Become a VIP member at the massage parlor.

Walking Bank

Possess 10,000,000 yen or more.

Way of the Key Master

Open five coin lockers.

Way of the Pachinko King

Obtain the trophy prize in pachinko.

Weapon Master

Create one or more weapons for each weapon category.

Welcome to SEGA

Play all minigames at Club SEGA.

Silver Trophies**Akiyama Award**

Earn 1,000,000 yen playing as Akiyama.

Heir to the Powerful

Max out all characters to level 20.

Indomitable

Clear Normal Mode without reverting to Easy Mode.

Kiryu Award

Destroy 100 weapons you pick up playing as Kiryu.

Saejima Award

Purchase five hand guns playing as Saejima.

Tanimura Award

Acquire 10,000 casino points playing as Tanimura.

Secret Trophies**Platinum Trophy**

Acquire all trophies in the game.

Amon Defeated

Defeat Amon and get through all the substories.

Heir to the Legend

Clear Extra Hard Mode.

Thank You

Clear the Finale.

Heir to the Ultimate

Clear all Ultimate Skill missions.

Kamurocho Tree Hugger

Pick up 20 pieces of trash around the city.

Part 1 Cleared
Clear Part 1 of the story.

Part 2 Cleared
Clear Part 2 of the story.

Part 3 Cleared
Clear Part 3 of the story.

Part 4 Cleared
Clear Part 4 of the story.

Did you enjoy my walkthroughs? Care to support my ongoing and future projects? Any support will be greatly appreciated!

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If you can spare me a dollar or two, that will go a long way in helping buy new games to write walkthroughs for. Or even use the funds to pay for my electric or ISP bills. You may send your Paypal donations to: vhayste@gmail.com

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5. Showing your appreciation

This is probably the simplest, and cheapest thing to do. A simple "Thank you" email means a lot to me, since it tells me that there are people out there that appreciate my hard work. Though it won't help financially, it is still a big deal by giving me "moral support". :)